

Graphics Programmer – Developer - Designer**PLACE OF PERFORMANCE:** Warren, MI**POSITION DESCRIPTION:** Develop advanced graphics (Photoshop version CS2 or higher), 3D Models utilizing Cinema 4D or Maya, developing advanced animations and action scripting utilizing Flash 8 Professional and web based interactive applications utilizing Dynamic Hyper-text Markup Language (DHTML), Extensible Markup Language (XML) and Microsoft Office Word and PowerPoint. Software, hardware and vehicles will be provided by the Government.**Duties:**

- Develop 3D models utilizing government software provided by Government to support production of New Equipment Training (NET) Computer Based Training (CBT) products;
- Develop advanced web based animations;
- Develop graphics using Government provided software;
- Develop video to include development of storyboards utilizing government provided Digital Video (DV) equipment and software;
- Develop digital photographs utilizing digital cameras provided by the Government;
- Develop narrative scripts used in support of video development. Audio equipment will be provided by the Government;
- Develop interactive web based training applications using government provided software;
- Develop training applications using systems approach to training in accordance with (IAW) AR 350-1;
- Develop training products using the Army Two Level Maintenance concept;

Skills and Attributes:

- In-depth knowledge of multiple advanced graphics platforms for multiple uses, including 3D modeling [Cinema 4D / Maya], animation [Flash 8], interactive Web based programming [DHTML], data interchange [XML],
- In-depth knowledge of highly specific Government training standards, including AR 350-1
- In-depth knowledge of Army Two Level Maintenance standards;

- In-depth knowledge of Curriculum Developer skillsets, including learning psychology, performance testing design, and progress evaluation strategies;
- Excellent instructional and expository English language writing skills, including technical writing and curriculum writing; and
- Excellent interviewing skills for extraction of domain knowledge from Army Subject Matter Experts [SMEs].

Requirements:

- High school graduation required; Baccalaureate degree preferred; Advanced degree valuable
- Familiarity with military and government maintenance and ground vehicle engineering;
- Minimum 10 years' experience as a Computer Based Training [CBT] curriculum developer and courseware author, to include:
 - Minimum 1 year as a 3-D model developer, or equivalent
 - Minimum 1 year as an animation developer, or equivalent
 - Minimum 3 years as a curriculum developer, or equivalent
 - Submission of a significant portfolio to include animations, 3D models, written courseware, and website development

Salary Range:

- \$60,000 to \$90,000