MINISTRY XR

REDESIGNING REALITY

WE ARE HIRING!

We are a team of spatial computing experts in search of forward thinking individuals who would like to play a role in improving lives through technology.
If you think you have a passion to do so, send your resume to *melissa.kok@theministry.asia* today!

CLIENT RELATIONSHIP MANAGER

Build and maintain long-term relationships with clients to ensure a continued relationship with Ministry XR. You will get to work with people of diverse backgrounds and temperaments, in fast paced environments and maintain full knowledge of our expertise to match what the client needs to what we can do for them. You will manage client expectations and the day-to-day operations of a client account(s).

- ✓ Completed a Diploma or Bachelor's degree relating to marketing, advertising, client management or related fields.
- ✓ Minimum 2 years of advertising/marketing, account management experience is preferred.
- ✓ Fresh grads are encouraged to apply. Training is provided for those lacking experience.
- ✓ Must have ability to produce reports, presentations and professional correspondence in a clear and articulate manner.
- ✓ Must have computer proficiency, specifically in the Microsoft suite (Word, Excel, PowerPoint) and G Suite applications.
- ✓ Able to multitask and conduct industry research, competitive analysis and/or other research tasks as assigned by supervisor.

FINANCE OFFICER

You will work in a fast-paced environment to support critical accounting & finance functions for reporting and consolidation with compliance to generally accepted accounting principles, policies and procedures. You will be monitoring receivable balances and collection efforts, ensuring adequate reserves are recorded as necessary and accurately forecast overhead expenses. You must also possess good communication skills and the ability to keep an organized filing system.

✓ Bachelor's degree in Accounting or Finance (Fresh Grads are encouraged to apply).
✓ Must possess excellent organizational, communication, and analytical skills.
✓ Able to prioritize and handle multiple tasks simultaneously and independently.
✓ Change-oriented and self-motivated team player.
✓ Strong computer literacy especially in Microsoft Excel or other accounting systems.

Bonus Points if you have...
+ Experience or knowledge in investment banking.

UX DESIGNER

You know what makes people tick and what ticks people off when it comes to human-computer interaction. But today, spatial computing has brought a whole new meaning to "human-computer interaction", and you need to understand that completely. Your skills and direction will be put to the test across a wide variety of applications, from immersive interactive entertaining experiences such as AR/VR storytelling and games, to enterprise computer systems in farms and factories.

- ✓ Passion for UX, from both a technical as well as creative point of view.
- ✓ Have good instincts for UX but also have a data-driven mindset to UX design.
- ✓ Understanding of UI/UX design for traditional computer interfaces as well as spatial computing interfaces.
- ✓ Must be able to consider UX for the whole user journey of a computer application, including the use and accessibility of computer devices in different locations, and how best to prepare the physical environment, if necessary.
- ✓ Must be able to clearly communicate requirements and considerations to the technical and creative teams.

DATA SCIENTIST

You are a data-driven problem solver who seeks solutions to real-world problems using data science. You must be able to put your ideas into action using your data science and software development skills. Your skills will be applied over different verticals, such as e-commerce, agriculture, manufacturing and business, so you have to be adaptable to different industries.

- ✓ Experience and knowledge of machine learning and statistical analysis.
- ✓ Ability to develop software programs and algorithms to perform data acquisition, processing and analysis.
- ✓ Good understanding of data visualization and communication techniques.
- ✓ Programming skills and experience with data analysis programming and platforms such as R, Python and SAS.

Bonus Points if you have...
- + Experience with Hadoop or similar Big Data framework
- + Knowledge and experience with deep learning and use of tools such as TensorFlow

IoT SYSTEMS & INSTRUMENTATION ENGINEER

Your focus is developing and implementing Internet of Things (IoT) sensors and systems, which involves installation, setup and calibration of sensor devices on-site, and assembling chip level sensors with microprocessors and networking components, making sure the sensors work reliably according to operating specifications, and making sure all sensor data is reliably acquired and transmitted to the IoT application backend according to the system requirements specifications.

✓ Background in mechatronic or electrical engineering
✓ Understanding of IoT technologies, Bluetooth low energy, mesh networks and LP-WAN
✓ Good knowledge of sensor technologies and how to integrate them at a chip level
✓ Experienced in microprocessor/microcontroller programming, namely Arduino, Raspberry Pi, etc.

COMPUTER VISION ENGINEER

Enabling a computer system to see and understand the world is at the heart of spatial computing. Your focus will be on getting a computer to recognize scenes and objects, tracking the pose of objects and people in real-time, and perform classification tasks based on image input. You will also be designing hardware platforms to be able to carry out these tasks in a variety of scenarios, depending on the application specifications.

✓ Experience with computer vision programming tools and software libraries such as OpenCV.
✓ Knowledge of mathematical concepts and algorithms related to computer vision, including camera calibration, 3D reconstruction, pose estimation, object recognition, activity recognition, filtering, machine learning, deep learning etc.
✓ Ability to work with scientific grade and board-level optical sensors and cameras.
✓ Ability to work as a team with data scientists and application developers to create holistic solutions.

Bonus Points if you have...
+ Knowledge and experience with real-time computer vision algorithms for Augmented Reality.
+ Knowledge and experience implementing computer vision software on mobile devices.
+ Knowledge and experience implementing computer vision software on web platforms.
+ Experience working with point cloud acquisition and processing.

DEVOPS ENGINEER

You make our deep technology and software capabilities accessible to the outside world by integrating our algorithms into a backend solution and creating efficient and secure APIs to access them. Your focus will be on designing and developing backend solutions, and supporting the rest of the team in integrating their output into the backend.

✓ Experience developing backend applications on cloud platforms and/or server boxes.
✓ Good knowledge of the technological stack for backend implementations.
✓ Good knowledge of networking capabilities and limitations of cloud and server technologies and infrastructure.
✓ Good understanding of security issues and practices for developing backend applications.
✓ Comfortable with designing web-based APIs for any application.
✓ Good teamwork.

Bonus Points if you have…
+ Experience integrating computer vision and deep learning algorithms with backend applications.
+ Experience with web development and creating web-based dashboards and applications.

AR/VR DEVELOPER

The AR/VR developer is focused on designing the system architecture for AR/VR projects, integrating vision, tracking, rendering and interaction technologies, assembling the art and audio assets of the project, and programming the software that enables immersive AR/VR experiences on a wide variety of platforms.

✓ Advanced programming with OOP languages such as C#/C++
✓ Deep working knowledge of major game engines such as Unity and Unreal.
✓ Basic working knowledge of 3D asset creation, texturing, mapping, etc.

Bonus Points if you have...
+ Experience with 3D modeling and animation tools and workflow.
+ Knowledge and experience with AR/VR tools and SDKs such as Vuforia, Wikitude, etc.
+ Knowledge and experience with sensors and natural interaction devices such as Leap Motion, RGB-D cameras, gaze tracking.

TECHNICAL ARTIST

Bridging the gap between the artists and the software developers, the technical artist is adept at creating art assets, integrating them with interactive media, and writing programs that enhance the overall aesthetics of the content.

✓ Artistic ability, i.e., sketching, drawing and graphic design
✓ Experience with 3D modeling and animation tools and workflow
✓ Familiarity with major game engines such as Unity and Unreal
✓ Ability to programmatically enhance the aesthetics of interactive media with plugins and shaders
✓ Portfolio of hand-drawn or digitally created artwork as well as programming projects

Bonus Points if you have…
+ Experience with character design, rigging and animation.
+ Experience or knowledge with shader programming
+ Experience or knowledge with other platforms such as web, mobile, etc.

MINISTRY **XR**

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