

# EUGENE SCIENCE CENTER

## POSITION DESCRIPTION

### Exhibit Developer

(2024-04-08)

**SUPERVISOR:** Executive Director

#### POSITION SUMMARY

The Exhibit Developer primarily envisions, designs, fabricates, and maintains hands-on, inquiry-based science exhibits. This individual will also produce supporting graphic content for the interactive exhibits, and assist with maintaining science center facilities as needed.

#### DUTIES AND RESPONSIBILITIES

##### Exhibits (90%)

Works in close cooperation with the science center team to ensure exhibits support the educational objectives of the science center

Proactively envisions new interactive exhibit projects; conceptualizes and develops content on a variety of science topics; communicates concepts and designs in writing and graphically prior to prototyping

Includes audience early in the development of exhibits

Designs interactive exhibits; builds and tests exhibit prototypes; fabricates, maintains, and repairs exhibits

Creates and designs exhibition scripts, labels, and graphics

Ensures exhibit projects are well managed

Monitors project budgets

Prioritizes the daily guest experience by proactively ensuring exhibits are in their best operating condition before opening and throughout the day

Assists with supervising contract work related to exhibits and facilities

Encourages and cultivates volunteers to assist in the development and maintenance of exhibits

##### Other Duties (10%)

Ensures effective cross-departmental communication and collaborates on museum-wide projects

Works collaboratively with staff and volunteers on special projects

Assists with maintaining science center facilities

Performs additional duties appropriate to the position as assigned

## **SUPERVISION OF OTHERS**

The Exhibit Developer supervises part-time staff, volunteers, and contractors associated with exhibits and facilities.

## **EXPERIENCE AND SKILLS**

### **Required**

Must have a passion for connecting people of all ages with science, and for working with and serving a wide variety of people

Project and program management experience, including:

- development and oversight of project budgets
- establishment of project work plans
- creation and implementation of project timelines

Experience designing and fabricating interactive experiences for public audiences, and/or a strong and broad skill set in construction, mechanics, and electronics that will translate well into exhibit fabrication

Ability to ensure that exhibit content is intellectually and emotionally engaging, and have a “fun” or “wow!” factor that will drive new and repeat attendance

Ability to read, understand, and communicate scientific literature

Shop skills: carpentry and finishing, mechanical, electrical, plumbing

Excellent written and oral communication skills

Computer literacy: Microsoft Office suite, Gmail, POS

Excellent organizational skills and attention to detail, particularly as it pertains to project management

Sound judgment and ability to make good decisions while creatively solving problems

Flexibility and adaptability; willingness to learn new things, openness to receiving feedback and able to respect and accommodate divergent viewpoints

Strong customer service orientation and willingness to provide assistance to others

Valid Oregon State driver's license with good driving record

Knowledge of building systems and grounds maintenance

### **Strongly Preferred**

Four-year college degree, preferably in a STEM or art/design field; advanced degree preferred.

3-5 years experience developing exhibits in science or children’s museums

Shop skills: advanced circuitry skills, working with electronic components, knowledge of various materials (such as plastics, metals, fiberglass and adhesives), coding (Raspberry Pi, Arduino, etc), welding

Familiarity with construction and graphic design software (CAD, Sketchup, Adobe Suite, iStudio, etc)

Experience in creating interactive kinetic art

### **WORKING CONDITIONS**

Fast-paced, non-profit, hands-on museum environment. Must be able to work on many projects simultaneously with interruptions. Must work well in both individual and team settings. Must be able to lift 50 lbs often and repeatedly in a single day. Job requires frequent and often continuous full body movement.

### **TIME COMMITMENT**

Full time (40 hr/wk) exempt position. Occasional weekend and evening work, as well as travel, are required.

### **SALARY AND BENEFITS**

Starting salary range is \$38,000 - \$42,000 per year based on experience. Full Eugene Science Center benefits provided (Vacation, Sick, and Holiday Leave; Health Insurance including dental and vision).

***Eugene Science Center is an Equal Employment Opportunity Employer.***