

EarthByte Group – App Developer Wanted

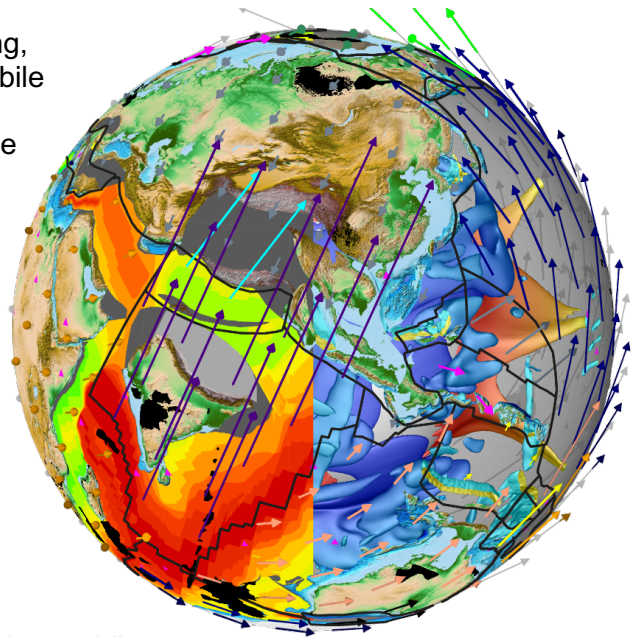
The EarthByte Group at the University of Sydney is looking for a student with experience in app development to work as part of an AuScope funded GPlates-in-Schools project. The position will be covered by a **casual contract of 20-30 hours per week**, depending on the time commitment of the candidate. The successful applicant can complete these hours through a regular weekly schedule or clump their hours into intensive weekly blocks (i.e. we provide **flexible working arrangements**). A workspace will be available for the successful candidates in the EarthByte corner of the Madsen Building (main campus) but candidates may work from home with weekly catch-ups with their supervisor/s. The hourly rate is based on HEO 4-6 (**between \$48-62 per hour**, depending on experience) of the University's Enterprise Bargaining Agreement. The contract covers **March 2022 to September 2022 (inclusive)** but may be renewed depending on funding and performance.

The EarthByte Group is a world leader in plate tectonics, geodynamics, geoscience eResearch and numerical simulations of global, regional and small-scale geological processes. The app developer will be **required to work independently under the supervision of one of our GPlates in-house software developers**. The project will involve:

- requirements analysis, design, development, testing, deployment and maintenance for the aforesaid mobile app
- publishing the mobile app on App Store and Google Play Store
- liaising with external third parties if required, such as Apple Inc., Google LLC, etc.
- contributing to report writing and documentation preparation

The position is **open to any computer science or similar candidate who is studying at the senior undergraduate or postgraduate level**. The applicants must have:

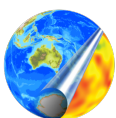
- a solid understanding of mobile app development with Apache Cordova and Ionic Framework
- proficient in Javascript, CSS and HTML
- familiar with React JS
- experience with Android Studio, Xcode and publishing mobile apps
- preferable experience with CesiumJS, WebGL and online 3D rendering
- preferable (but not essential) experience with geographic information systems (ArcGIS, QGIS, GPlates and/or similar),
- excellent communication skills (e-mail, in-person, etc.),
- high level of motivation and must be well-organized, and
- be an honorable person and team player



To apply, please send a short CV/Resume, Academic Transcript, and a couple of paragraphs explaining why you would be suitable for the role in an e-mail (subject line: "EarthByte-GPlates-App-Developer-2022") to Maria Seton (maria.seton@sydney.edu.au) by 5 pm, 2nd March 2022. A number of applicants will be short-listed for interviews, which will be arranged in early March. E-mail Maria if you have any questions about the role or application process.

For more information on the EarthByte Group or GPlates, see the links below:

<http://www.earthbyte.org/> and <http://www.gplates.org>



EarthBYTE
Building a Virtual Earth



AuScope



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