CURTIN CAREERS & EMPLOYMENT CENTRE
CAREER GUIDE: VISUALISATION AND INTERACTIVE MEDIA

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INTRODUCTION

Visualisation and Interactive Media (formerly Visualisation Technologies) is available as 1) undergraduate major; 2) postgraduate major; and 3) minor within undergraduate and postgraduate level through the School of Media, Culture, and Creative Arts (MCCA). Its cross-disciplinary nature makes it well combinable with any other teaching area offered across faculties from Science & Engineering, Curtin Business School, Health Sciences, and Humanities.

Interactive Media and Visualisation Technologies are used as means of communication and have a wide range of applications, such as digital games, art & entertainment, social media, mobile media, virtual and augmented reality, 3D, user generated content, interactive cinema and digital humanities. The multi-disciplinary nature of this specialisation impacts industries such as medicine, health care, architecture, archaeology, education, and business applications in various ways including:

- Visualisation to create digital environments, communicate and interact with data visually, and manage communication in virtual, augmented, and smart realities
- Cross-disciplinary approach – between media management and business, content production, and the latest media technologies
- Emerging visualisation and interactive media platforms such as 3D, ubiquitous media, big data applications, digital humanities, and crowd phenomena (Lugmayr, 2015)

“Visualisation and interactive media specialists are the visual communicators and designers of information, data, and knowledge. They work in a rapidly growing data driven industry and act as mediator between computer scientists, designers, graphic artists, and human-computer-interaction specialists.” (Lugmayr, 2015)

In addition to the knowledge and skills gained in your course, employers highly value the following skills and attributes:

- **SKILLS & ATTRIBUTES SPECIFIC TO VISUALISATION AND INTERACTIVE MEDIA:**
  - **ANALYSIS & CRITICAL THINKING**
    As many Visualisation professionals are involved in complex data, the ability to analyse the information and use critical thinking to devise the most effective way of presenting that information is highly valued in this field.
  - **COLLABORATION**
    Collaboration is the ability to work within cross-functional teams to create productive and positive working relationships across all levels. Working effectively with a diverse range of people in an equitable, participative and consultative manner to achieve creative solutions.
  - **TECHNOLOGY SKILLS**
    Ability to work with tools related to the design, production, and creation of interactive media, such as 3D modelling, creation of interactive applications, mobile application design, web-based visualisation, design concepts, data analysis tools.
  - **COMMUNICATION SKILLS**
    Visualisation professionals require a high level of verbal communication skills to understand and mediate between diverse professions such as graphic artists, designers, computer scientist, spatial scientists, and researchers. In some cases they may be required to liaise with clients to clarify needs and negotiate time lines and requirements for work to be done. Professionals in this field may also need to write project specifications, reports, and instructions while being mindful of the diverse backgrounds of their audience.
The following are top skills that employers look for when hiring graduates, all of which are also relevant to Visualisation and Interactive Media:

+ KEY EMPLOYABILITY SKILLS

Communication: includes effective listening and understanding, being assertive and persuasive, sharing information, using networks and being responsive in negotiations and to requests.

Team Work: includes working with a wide range of people, understanding how a role contributes as part of a team, coaching, mentoring and giving feedback.

Problem Solving: includes developing creative, innovative and practical solutions, applying a range of strategies to solve a problem, testing assumptions and resolving concerns.

Initiative & Enterprise: includes adapting to new situations, developing effective work practices, identifying opportunities and translating ideas into action.

Planning & Organising: includes managing time and priorities by setting goals and timelines, coordinating tasks, being resourceful and working systematically.

Self Management: includes having a personal vision and goals, evaluating and monitoring one’s own performance, having clarity and confidence and taking responsibility.

Learning: includes being willing to learn, being open to new ideas and techniques and proactive involvement in training opportunities.

Technology: includes having a basic understanding of word processing, spreadsheets, discipline specific software, the Internet and email and an ability to adapt to new and emerging technologies.

It is important that you take every opportunity to develop these skills and attributes during your time at Curtin and make a note of how to evidence them in job applications from day one.
CAREER PATHS

Career options for Visualisation students are vast and will depend on the specialisations and double majors they choose and the industry areas they focus on. Visualisation professionals often work across disciplines such as entertainment, health, geography, commerce, education, science, anthropology and sociology, engineering and construction.

As Visualisation is an emerging and multidisciplinary field there is no ‘one’ title that can apply to the professionals who work within this diverse area. So let’s first consider the industries that Visualisation is currently applied:

△ HEALTH CARE
Medical imagery has advanced in technology with the use of CT scans and MRI with 3D images to assist health practitioners to highlight problem areas. Visualisation is now being incorporated into surgical planning, tele-surgery, pharmaceutical drug discovery, chem-informatics, and genomic expression analysis. Health related business application of information visualisation such as informatics databases and networks are assisting policy and procedural decisions. (Shneiderman, Plaisant, & Hesse, 2015) This technology is also increasingly being used for medical teaching.

△ GEOGRAPHY
“Geographers rely heavily on visual representations of information. Data visualisations are a more complex (but also more engaging) way for multiple data to be represented as a figure or an animation.” (Geog Space, 2015) Applied in an educational setting, visualisation helps students understand complex information. When utilised in mapping data, it allows researchers to identify themes, relationships and trends quickly and effectively.

△ SECURITY AND DEFENCE
The ICT security industry uses data visualisation to uncover hidden patterns of data, identify emerging vulnerabilities and attacks, and respond decisively with effective countermeasures. (Sec Viz, 2015) Government Defence departments are also using Visualisation to analyse global and national intelligence data, apply 3D imaging technologies to facial identification and target (object, weapons or explosives) detection.

△ ENGINEERING
With complex constructions such as offshore engineering equipment (vessels, mooring systems and drilling platforms), high-rise buildings, high speed trains, aircraft, solar power projects, on the increase, Visualisation provides designers with the ability to verify designs and identify potential issues early in the design stage.

△ ENVIRONMENTAL, URBAN AND INFRASTRUCTURE PLANNING
To effectively plan large-scale communities including transport, power, roads, pedestrian traffic, water, sewage and telecommunications, data needs to be analysed in a connected way. Visualisation allows planners to view the impact of this diverse data and analyse effects and trends that would not easily be identified via traditional analysis.

△ SCIENCE
In addition to the medical applications, other scientific areas such as astronomy and space exploration are utilising this technology to map incoming data from satellites, telescopes, radio scopes and other equipment.

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MEDIA AND ENTERTAINMENT
3D Visualisation technologies will see a boost from the media and entertainment industries, particularly in 3D advertising, apps and games. (Zebra Imaging, 2015)

BUSINESS & INFORMATION SYSTEMS
Complex business data takes time for decision makers to access, evaluate, comprehend and then act on. Business leaders need to make informed decisions quickly. Visualisation provides business decision-makers with the ability to absorb information in new and constructive ways; visualise the relationships and patterns between operational and business activities; identify and act on emerging trends faster; manipulate and interact directly with data; and, foster a new business language of visual story telling. (Gentile, 2015)

EDUCATIONAL
Procedural training using Visualisation is particularly suited to maintenance and repair settings including Interactive Electronic Technical Manuals. (EnVizTec, 2015)

The following are examples of potential careers relating to Visualisation and Interactive Media:

DIGITAL MEDIA PRODUCER AND MANAGER
This profession produces interactive media applications across platforms such as web, mobile, interactive advertising, home entertainment equipment, TV & IPTV infrastructure and the ‘Internet of Everything.’ Tasks involve delivering design briefs, developing project schedules and specifications, overseeing budgets, coordinating between internal and external partners, and leading cross-disciplinary teams. Also required is the ability to manage media projects in a fast transforming media industry environment based on the latest emerging technology platforms and innovations. (Lugmayr, 2015)

USER EXPERIENCE DESIGNER
Designers of user experience and novel digital media products involving the understanding of basic concepts in human-computer-interaction (HCI), conducting user studies, development of user driven applications, and evaluations of service designs. User experience designers are consumer centred and require an understanding of how design alternatives affect consumers, particularly regarding visualisation and interactive media services. (Lugmayr, 2015)

MULTIMEDIA DEVELOPER
“Multimedia Developers generate and manipulate graphic images, animations, sound, text and video into consolidated and seamless multimedia applications. Multimedia applications include computer-based interactive training, data presentation and information kiosks, CD-ROMs, entertainment and educational products, and multimedia presentations.” (Australian Department of Education, 2015) Specialisations include multimedia artist, web and mobile app designer, motion graphic designer, infographics designer, data visualisation specialist, graphic designer and interaction designer.

ANALYST INFORMATION TECHNOLOGY (VISUAL DATA ANALYST)
“Analysts define software requirements and specifications, and guide program design and development. The analyst’s role sits between the initial business analysis stage and the detailed system design, building and programming stages of the system’s development process.” (Australian Department of Education, 2015) Tasks of a Visual Data Analyst can include information systems visual data analysis e.g. for Big Data applications, utilisation of visualisation techniques to discover knowledge, information and patterns in data.

DATA MODELLER
“A Data Modeller undertakes the analysis and design of the information in the system, as part of the development of options for the client.” (Australian Department of Education, 2015) Can also be called ‘Reporting Analyst.’
**GEOGRAPHIC INFORMATION SYSTEMS OFFICER (GIS)**

“Geographic Information Systems Officer’s design, develop and customise geographic information systems and provide technical and analytical support to address issues such as environmental management, exploration and mining, land ownership and titles, urban and regional planning, utilities and asset management, and demographic marketing.” (Australian Department of Education, 2015)

Other titles and specialisations related to this occupation include Spatial Information Systems Officer/ Technician, Surveying Technologist, Census Data Specialist, Remote Sensing Analyst, Location Analyst and Land Information Systems Officer.

**GAMES DEVELOPER**

“Games Developers design, create and produce computer or video games. They work in games development teams with artists, programmers, producers and marketing staff. Games Developers usually specialise in a particular game platform (PlayStation, Xbox or Nintendo, for example) and a particular aspect of game development, such as programming artificial intelligence or gameplay.” (Australian Department of Education, 2015)

**DIGITAL MEDIA PRODUCER ON EMERGING MEDIA PLATFORMS**

Developer and producer of media products on emerging platforms such as 3D devices, augmented reality devices and virtual reality equipment. In particular, this area is focused on the production of cross-media applications, digital journalism, social media, digital publishing, and other concepts for emerging platforms. These include concepts for crowd-funding, crowd-sourcing, user generated content or other potential platforms transforming today’s media industry. (Lugmayr, 2015)

**TECHNICAL ARTIST/3D ARTIST (GAMES DEVELOPMENT)**

“A Technical Artist/3D Artist (Games Development) creates and manipulates images and models using 2D and 3D computer graphics software (usually in Adobe Photoshop, Maya or 3DS Max). They work closely with animators and concept/layout artists to design (model) characters, vehicles, buildings and other objects present in the gaming environment.” (Australian Department of Education, 2015)

**ANIMATOR**

“An Animator arranges characters and objects designed by technical artists in a sequence of different positions to give the illusion of movement. They synchronise lip movements with words, and actions with music and sound effects. Animators work with programmers to create interactive sequences and work with testers to provide life-like movements through digital techniques such as motion capture.” (Australian Department of Education, 2015) This can also be applied to the safety and medical training field, and robotics. Also called ‘Multimedia Artist’ or ‘Motion Graphics Designer.’

**DIGITAL HUMANITIES**

This area involves the development of interactive media concepts for digital humanities, especially for the applications in the crossover between computer science and typical humanities areas such as literature, history, philosophy, linguistics, art, archaeology, music, museums, and cultural studies. Envisioned positions can be found in museums, archives, archaeology, performances, theatre, art festivals, and libraries. (Lugmayr, 2015)

It’s useful to read our other Humanities Career Guides in CareerHub such as Digital Design, Creative Advertising and Graphic Design, Screen Arts, Geography and Art for more information on compatible fields to Visualisation and Interactive Media. Also consider viewing the Science & Engineering, Business, and Health Science Career Guides to explore further combinations.
Given the diversity of options for Visualisation and Interactive Media, it’s useful to consider developing skills that complement your degree or career specialisation to increase your job opportunities.

Visualisation graduates who have completed a single major in this course may wish to explore post graduate studies such as a Graduate Certificate in Design and Art or Master of Applied Design and Art allowing for other specialisations such as Creative Advertising and Graphic Design, Illustration Design, and Digital Design, to broaden their skill set and increase their employment options in other creative fields. Post graduate studies in other fields such as Geographical Information Systems is another alternative.

Some graduates may also progress to project management positions or even set up their own consultancy business. Post graduate courses are available at Curtin in Project Management and in Business.

At a higher level of postgraduate study, research focused and academically minded students may also decide to study further towards attaining additional specialist and research skills with studies towards a Master of Philosophy (Humanities) or onto a Doctor of Philosophy (PhD).

LinkedIn can provide useful insights on individual career paths, try searching by qualifications or sector on LinkedIn and take a look at what other professionals have done within your field.
INDUSTRY INFORMATION

PROFESSIONAL ASSOCIATIONS & RELATED ORGANISATIONS

Each profession has a range of specialist associations that can provide you with up-to-date industry information, accreditation, networking opportunities and ongoing professional development that will give you an edge over your competition. Membership and involvement in your association will show employers that you are committed to the Visualisation field. Students can usually join at a reduced rate (sometimes even at no cost).

**SecViz – Security Visualisation**
The SecViz portal is designed for people that are working on log analysis, log mining and especially on visualisation of security related data to exchange, discuss, and comment on techniques, methods, parsers and sample graphs.

**Geospatial Information & Technology Association (GITA)**
GITA is the professional association for anyone using geospatial technology to manage, operate, plan and develop infrastructure.

**The Game Developers’ Association of Australia (GDAA)**
GDAA provides industry news, conference and networking opportunities.

**Australian Graphic Design Association (AGDA)**
AGDA provides industry news, event, competitions, conference and useful information for design students.

**Australian Interactive Media Industry Association (AIMIA)**
AIMIA represents the digital industry in Australia including small start-up agencies through to the largest global players. Experts in all areas of digital and the internet including mobile, content marketing, social, search, UX, design... They provide industry networking and educational events, industry blog, jobs board and the Young Digital Leaders Mentoring Program.

**Artsource – Western Australia**
Artsource is centred on the visual artists of Western Australia. They engage with and support WA visual artists with practical, affordable and relevant services and advice; and, provide a magazine and useful articles on creating a successful visual arts career.

**The National Association for the Visual Arts (NAVA)**
NAVA is the national peak body for the visual and media arts, craft and design sector.

**Design Institute of Australia (DIA)**
DIA is Australia’s professional membership body for designers and design businesses. DIA provides members with support, accreditation, jobs board, professional practice resources and events, conferences, a wealth of contacts and connects you with colleagues from many industry areas. It also provides design students and graduates with excellent information on various design careers and specialisations.

In addition to checking industry websites for articles and journals, using LinkedIn to follow companies and professionals who work in your field will help you keep up to date with opportunities. Many professionals make this a weekly, if not daily, activity as part of their professional development and career management.
1. Growth is expected

There are several labour markets for Visual Technology graduates. Below are the employment forecasts for just a few of these labour market areas:

- Employment for Visual Arts and Crafts professionals has been relatively steady over the past five years and is expected to remain steady towards November 2018. (Australian Department of Education, 2015)
- Employment for mass communication professionals including graphics & web designers and illustrators has risen strongly in the past five years in Australia and is expected to grow very strongly towards November 2018. (Department of Employment, 2015)
- Employment for ICT business and systems analysts, including data visualisation specialists, rose moderately over the last five years and is expected to grow strongly towards November 2018. (Australian Department of Employment, 2015)
- The demand for geologists and geophysicists that have the ability to analyse big data, rose strongly over the past five years and is expected to remain steady toward November 2018. (Australian Department of Employment, 2015) Employment for cartographers and surveyors is also expected to grow strongly. (Australian Department of Employment, 2015)

2. Key drivers for growth

There are several key drivers for demand in Visualisation Technology sector. The following are just a few:

- An increase in household discretionary income since the Global Financial Crisis leading to a higher demand for products such as jewellery and art. (IBIS, 2015)
- Commercial investment and demand for private dwellings, particularly higher density, are expected to rise. (IBIS World, 2015) This will require more complex builds requiring 3D visualisation in the design phase. Visualisation will also assist investors and buyers to see the value of a construction project.
- Due to our ever-increasing capacity to collect and generate vast amounts of data, business, government and researchers need effective ways of analysing and displaying information. This, in turn, increases demand for visualisation technology professionals. (Gentile, 2015)
It is important to research salary brackets that are applicable to the roles you are applying for. Being aware of salary trends will help to ensure you are being paid a fair salary and help you negotiate with your employer (or potential employer) when necessary.

- **Multimedia Designers** can earn $40,000-$70,000 with an average of $50,000 per year (Pay Scale, 2015)
- **3D Artists** can earn $38,000-$85,000 with an average of $55,000 per year (Pay Scale, 2015)
- **Data Modelers** earn $65,000-$135,000 with an average of $96,000 per year (Pay Scale, 2015)
- **Geographic Information Systems Analysts** can earn $49,000-$91,000 with an average of $69,000 per year (Pay Scale, 2015)
- Overall, the average salary for bachelor graduates in the field of Visual and Performing Arts was $41,000 (Graduate Careers Australia, 2015)

Remember that due to economic changes and company hiring policies, salaries can differ between organisations by a considerable amount.
WORKING ABROAD

International experience is highly valued by employers and will help you build a global perspective of Visualisation in different cultural settings.

When considering working overseas, it’s helpful to research job search sites and professional associations relevant to your chosen location to gain an understanding of the local market. Many Australian industry associations have connections with overseas organisations or you can search for global associations by using key words such as ‘Visualisation Technology associations’ or ‘visual art institutes’ and the country name of interest.

It’s also important to remember that the job application process and work culture can vary greatly internationally. Researching your favoured destinations will help your decision making process and help improve your chances of success. As a Curtin student, you have access to Going Global, which provides detailed information on hundreds of international locations.

Visit Going Global via CareerHub (you’ll see it in ‘Quick Links’ when you log in). Both Payscale and IBIS World also provide access to global salary information and industry reports.

Curtin Study Abroad can give you the opportunity to study overseas for one or two semesters. Exchange is an exciting opportunity to experience another culture and add a unique edge to your Curtin degree.
Many positions in the creative industries and technology fields are found via word of mouth based on a person’s reputation and how well they are known in their industry, even as a student. Being active in your associations and on professional social media platforms such as LinkedIn, can help build your visibility to future employers. Try looking for LinkedIn groups such as Visualisation in Engineering Network or Augmented Reality and Immersive 3D Environments or Interactive Media Worldwide.

**KEY EMPLOYERS IN THE INDUSTRY**

As noted above, Visualisation has diverse applications and can be linked to many industries. Below are some employers from each area to explore:

- **EnVizTec**
  Visualisation business solutions

- **Nextspace**
  Visualisation solutions for plant, utilities and cities

- **Jironomo Visualisation**
  Architectural Visualisation Service – Perth

- **Budde Design**
  Architectural 3D Visualisation and Rendering Studio – Perth/Brisbane/Victoria

- **Bluenuce**
  Visualisation/3D Animation/Motion Graphics Design Studio - Perth

- **Mapability**
  Mining/Engineering/Engergy/Architecture/Marketing & Creative 3D Animation Studio – Perth

- **Marketforce**
  Advertising and Marketing agency · Perth

- **The Brand Agency**
  Advertising and Marketing agency · Perth

- **Rare**
  Advertising and Marketing agency · Perth

- **Trilogy Advertising and Marketing**
  Advertising and Marketing agency · Perth

- **Holoxica**
  Digital Holograms for use in medical, scientific, engineering, and architecture – Scotland
INDUSTRY SPECIFIC JOB SITES

- Digital Media Jobs
- Digital Ministry (Jobs)
- Interactive Inc.
- Just Digital People
- Mashable Job Board
- Mumbrella
- The Loop
- Creative Jobs Central

Please Note: There is a fee to access positions on this site

INTERNATIONAL INDUSTRY SPECIFIC JOB SITES

- Arts Jobs UK
- Jobs.com.sg
- Jobs DB Hong Kong
- Working in Canada: Graphic Designers and Illustrators

FREELANCE WEBSITES

- Elance Global
- OzLance

CROWDSOURCING WEBSITES FOR ART FOCUSED VISUALISATION PROFESSIONALS

- Patreon
- Kickstarter
- Pozible.com

GENERIC JOB SITES

For Australian and global job advertisements:

- SEEK
- CareerOne
WHAT ARE EMPLOYERS LOOKING FOR?

Reading examples of job advertisements helps you identify your career options and gain an understanding of what **skills, experience, knowledge and personal attributes** employers are looking for when recruiting graduates. Take note of the common criteria for opportunities that interest you.

### 3D ARCHITECTURAL VISUALISER – SYDNEY

- Specialist Architectural Visualisation and Design practice in Sydney CBD
- Work with some of the best known high end Architecture practices
- Produce high quality 3D imagery for marketing and promotional use

**Position Profile:**

There is an immediate need for a talented Senior 3D Visualiser to join this specialist Visualisation and Design practice in the Sydney CBD. With a strong pipeline for work for 2015, this is an opportunity to join a fast growing and dynamic organisation, showcasing your skill in producing high quality 3D imagery for Architecture and Design Practices.

The successful candidate will work within a small team to produce architectural/interior visualisations, photo-realistic renders and animations for marketing and promotional purposes. Your clients will be some of the best known high end design practices in Sydney, so it is essential that your work is of the highest quality.

**To be successful in this role you will demonstrate the following:**

- A strong portfolio of Architectural and Interior Visualisation work
- Excellent technical ability - 3D Studio Max and Vray or Corona are essential
- Ability to create photo-realistic renders for marketing material
- Ability to meet tight deadlines, managing time effectively, without compromising your attention to detail and quality of work
- Collaborative team approach
- A passion for Architecture and Design

While this position is suited to an experienced architectural visualisation professional, the advertisement provides useful information for Visualisation students on the skills and knowledge employers require when seeking professionals for the architectural industry. **Note that the architectural industry is project based so successful professionals need the ability to effectively work within tight deadlines.**
Due to strong client demand SMS is currently expanding its highly successful Information and Data Management Practice in Perth, and is seeking a BI Developer with a broad range of skills to join us on a permanent basis.

Your typical accountabilities in this role will include:

- Develop and deliver working ETL, OLAP and reporting solutions using the Microsoft business intelligence suite of tools, drawing on recognised best-practice methodologies
- Provide quality assurance, and author technical design documents to facilitate effective rollout through to post-deployment handover.
- Contribute to solution architecture planning, design and review.
- Collaborate closely with colleagues and client stakeholders in cross-functional project teams, providing technical guidance to realise customer requirements.
- Maintain quality assurance and best practices through the SMS Management & Technology, Software Development Process.
- Ensure that solution artefacts are appropriately managed in accordance with software version control practices.

Required skills and experience:

- Demonstrable experience across the current Microsoft BI suite, including the ability to implement both back-end data management, and user-facing visualisation solutions.
- Solid T-SQL skills in MS SQL 2008R2/2012 Strong SSRS and SSAS (primarily Tabular) development skills.
- An understanding of good visual design and layout practices for reports and dashboards.
- Knowledge of star schema database design principles and dimensional modelling concepts.
- Familiarity with SharePoint 2010/2013 BI solutions, including Excel Services, PerformancePoint Services, PowerPivot and Power View Familiarity with current Microsoft cloud-based offerings, including Power BI and related services.

Education & Qualifications:

- MCSA in SQL Server 2012 or above, or equivalent demonstrable knowledge (MCSE highly regarded).
- Some training or exposure to Agile, RUP, Prince2, PMBok or other development disciplines highly regarded.

SMS Management & Technology (SMS) [ASX:SMX] is Australia’s leading listed management and technology services company, employing over 1700 SMSers across Australia, Hong Kong and Vietnam. We help our clients improve their business performance through the implementation of strategy and the delivery of business and technology projects. SMS is a company of like-minded business professionals who adhere to the highest standards of excellence and professionalism. At SMS you will be working alongside some of the best in the industry.

SMS will not accept any unsolicited resumes from executive recruiters, or other recruitment agencies. Please do not submit any CVs or candidate profiles to the SMS Recruitment Team, nor to any SMS personnel. SMS will not pay any fees relating to unsolicited resumes.

Follow us on LinkedIn for the latest insights and best opportunities from Australia’s most influential organisations. (Seek, 2015)
Our client is looking for a Reporting Analyst who is strong in strong computer skills, and have a passion for data. We are looking for a fast learner and who is excited about insights and analytics. You will be required to help in creating new dashboards, investigating data issues and recommending solutions.

Previous experience of Tableau or other data visualization tool would be a distinct advantage.

Key responsibilities:
- Support the creation of automated reporting, helping drive business improvement processes
- Managing datasets, ensuring they are well maintained and easy to use.
- Investigate and understand the opportunities of new data sources in the context of integration into Tableau.
- Updating Tableau dashboards as required for weekly client reporting.
- Troubleshooting any issues that arise in the updating of existing dashboards.
- Liaise with internal teams when investigating new data streams and troubleshooting.
- Learning how to translate business requirements into technical requirements
- Keep up to date with new data visualization tools and general trends in the BI industry

Required skills & qualities:
- Ideally 2 or more years experience with Tableau or other data visualization tools
- Proficiency in SQL and Excel (including experience with pivot tables, macros, lookups etc)
- Experience working with databases including SQL and ETL processes
- BI, data visualization and data analytics tools, concepts and DW capabilities
- A team player who can collaborate effectively

This position was advertised via recruitment agency, Lloyd Harrington Australia. It’s important to contact the recruitment agency for further information about the company seeking to fill this position so you can research this company and better prepare your application. **This role is ideal for a Visualisation graduate with some experience in business intelligence data.** Note that ‘experience’ in this context doesn’t necessarily mean work based only. Many graduates will have experience using software and analytics tools in a classroom or course project setting over a number of years. If you are not sure if you meet the criteria, it’s wise to check with the employer or recruitment agency. **Your course based skills may be more valuable than you think.**
BIG & SMALL Productions Melbourne is looking for a Full Time Motion Graphics Designer to join the team at our Altona Post Production Studio.

Our ideal candidate will be a highly creative individual with a flexible work schedule who is willing to take ownership of projects and execute them with pride & passion.

This is a great opportunity for someone with experience in creating animations and motion graphics for Corporate Video, Web Video, TV Commercials, Event Video + more.

The successful applicant must have experience in creating Animations & Motion Graphics with with Adobe Creative Cloud apps including Illustrator, Photoshop & After Effects.

**Essential Skills:**
- Highly Skilled & Proficient in After Effects, Illustrator & Photoshop.
- Adept in operating in a Mac Only Environment
- Strong Organisational & communication Skills
- Capable of taking direction, able to work independently, and have a valid drivers license.
- Able to work with Speed, efficiency, and creativity
- Willing to assist in all areas of Production as required.
- High quality showreel with recent examples of work

**Responsibilities:**
- Keeping up to date with the latest technologies, and ensuring that all media content is the highest quality.
- Ensuring that every project is treated with creativity and respect
- Following procedure and protocols
- Consult with Producers on all projects and provide creative input

**Desired but not essential skills:**
- Print / Web Graphic Design
- Photo Post Production
- Editing with Premiere

(Seek, 2015)
WHERE TO NEXT?

CareerHub
careerhub.curtin.edu.au
CareerHub is an online jobs and events board accessible exclusively to Curtin students (even after you graduate). Here, you’ll find an extensive range of resources, job opportunities and the ability to register for skills development workshops and employer events.

Interview Stream
Access Interview Stream within your ‘Tool Box’ in CareerHub (at no cost) to practice your interview skills. Using a webcam, you can respond to questions and then watch/listen to review your performance. You can also request feedback from our Career Advisor.

Going Global
Don’t forget you have access to Going Global, free of charge, via ‘Quick Links’ in CareerHub. Here, you’ll find international opportunities in addition to an extensive amount of information about overseas locations. This is a great first stop if you’re considering working abroad.

Earn While You Learn:
Work on Bentley Campus
If you’re looking for paid part-time and casual positions, Earn While You Learn offers a diverse range of roles that let you gain valuable experience while studying. Follow the link above or visit life.curtin.edu.au/careers to start your registration.

Careers for Tomorrow
Careers for Tomorrow is our online blog-style community connecting students with industry. Here, you’ll find employer profiles, alumni career stories and adverse straight from employers about what they’re looking for.

Stay in touch online...
We regularly share all sorts of news and advice on Facebook. You can also follow us on Twitter, Instagram and Pinterest and visit our website: http://life.curtin.edu.au/careers.htm

Practical Skills Development &
the Curtin Employability Award
The Curtin Careers & Employment Centre have workshops and online modules that can help you develop skills in the following areas:

- Who Am I?
- Decision Making Strategies
- How do I get to know my industry?
- Resumes
- Cover Letters
- Selection Criteria
- Interviews
- What is your personal brand?
- Stop Googling, Start Networking
- Boosting Your Professionalism
- Drive Your Career
- Workplace Rights & Responsibilities

You can undertake any of the above modules as a standalone activity when it’s useful for you - simply login to Curtin Challenge to get started online or register for a face-to-face workshop via CareerHub.

Alternatively, you can follow a structured program and incorporate industry work experience to receive the Curtin Employability Award and get official recognition via the Curtin Extra Certificate (a second transcript received upon graduation).

Up for a chat?
Your course specific Career Guide is a great way to start getting information and guide your research, if you’d now like to get more personalised advice, please contact us:

Phone: 9266 7802
Email: careers@curtin.edu.au
or DropIn at Level 2, Building 303 on Bentley Campus, 8.45am-5pm Mon-Fri (no appointment necessary)
REFERENCES


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