Atlantic Institute, in partnership with the Rhodes Trust
Augmented and Virtual Realities Lead, Oxford, UK
Competitive salary plus benefits

The Atlantic Institute was established in 2016 with the support of The Atlantic Philanthropies, and in collaboration with the Rhodes Trust, Oxford (UK).

The Atlantic Institute vision is accelerating the eradication of inequities for fairer, healthier and more inclusive societies. We do this by providing Atlantic Fellows and Atlantic Program staff with the networks, architecture and resources to connect, learn and act to address the underlying systemic causes of inequity – locally and globally. through:

- **Building a catalytic community** of leaders who connect, learn and collaborate across diverse perspectives for greater impact;
- **Providing courageous programming**, with virtual and face-to-face platforms that support fellows and staff to shift narratives, shape policy and create new solutions
- **Driving a culture of learning and innovation** by responding to changing needs, new technologies and brave ideas
- **Establishing a sustainable global network** with strong strategic partners and alliances for greater impact

Our Fellows are mid-career individuals from diverse professions, backgrounds and areas of expertise who are learning from one another to achieve demonstrable impact and solve distinct 21st century problems. We are currently have more than 400 Fellows participating in seven programs across five continents and this network will grow to thousands of Atlantic Fellows over the next twenty years, as a result of The Atlantic Philanthropies committing more than US $600m to seed and support the program.

More information about the Programs and the Institute can be found at our website: [www.atlanticfellows.org](http://www.atlanticfellows.org)

**Augmented and Virtual Realities Lead**

The Atlantic Institute expects technological advances to shift the frontier between the work tasks performed by staff at the Institute and those performed by new and emerging technologies. New technologies will also impact on the way that we build a global community and facilitate global convenings in alignment with our commitment to reduce our carbon footprint. The Institute must be at the forefront of these advances not only to ensure that we are a recognised leader in the technology leadership field but also to ensure that in alignment with our vision and mission, we make a meaningful contribution to the commitments to equity and ethics emerging within technological discourse. That is, that our community does not just become a passive recipient of new technologies to support the global community but also a leading critic and conscience of society.

The Atlantic Institute is therefore seeking an Augmented and Virtual Realities Lead who will research, evaluate, implement and test new and innovative ways of using emerging technologies for building the Atlantic global community. In particular they will:
• Research new and emerging technologies that would support global community building and the enhanced delivery of virtual convenings for Senior Fellows and Program Staff
• Evaluate issues of equity associated with these new technologies (cost, access, bias)
• Act as thought leader for the Institute and the wider Atlantic Fellows community
• Establish an Affinity Group of interested Senior Fellows
• Design and develop 3D, AR and VR initiatives to support curriculum and convening delivery
• Develop test projects for new technologies that could include:
  o Augmented reality apps to support convening content
  o Virtual reality trial for a convening.

Core Competencies

Consistent with all roles at the Atlantic Institute, it is essential that this person demonstrates a critical understanding of the diverse root causes of inequities and shows a commitment (in thinking and in action) to fairer, healthier and more inclusive societies. This means they are able to demonstrate that they:

• Use their skills, experience and knowledge to attract and inspire others; bringing people together in community
• Show courage, resilience and creativity in approaching problems and decisions
• Take responsibility and act with integrity based on strong self-awareness and continuous reflection
• Demonstrate social and emotional maturity/ability to hold diversity and complexity
• Build effective relationships and facilitates open and transparent community
• Are accountable for their own actions and decisions.

The successful candidate will be based in Oxford, the United Kingdom, and will be expected to be able to travel locally and internationally once travel restrictions are lifted.

Specific knowledge, experience and skills

• Experience with AR and VR technologies and development
• Moderate to advance proficiency in at least one XR platform such as Unity
• Strong background in design, conceptualisation, storyboarding and Adobe Creative Suite
• An undergraduate degree or equivalent in computer science with strong research and writing skills.

Terms of appointment

Subject to a satisfactory probationary period of 6 months, this is a permanent role.

The Rhodes Trust participates in the USS pension scheme, enrolls staff for private health insurance on successful completion of probation and offers 25 days’ leave plus public holidays each year.
To learn more about the Atlantic Institute and the Rhodes Trust, please visit our websites at www.atlanticfellows.org and www.rhodeshouse.ox.ac.uk.

To apply
Please send your curriculum vitae (not longer than 3 pages) plus covering letter (no longer than 2 pages) and the contact details of at least two referees (these will not be contacted without applicant’s permission) to recruitment@rhodeshouse.ox.ac.uk.

Applications must be submitted by **12:00 noon (BST) on Friday 24th July 2020.**

Enquiries about the vacancy can be directed to the Associate Executive Director, Operations and Organizational Development, Natasha Forrest at n.forrest@atlanticfellows.org.