



Stage ref: TDT\_2016\_075

*With more than 100 years of experience and innovation, Technicolor is a major actor in entertainment, software, and gaming worldwide. With strong historical ties to the largest Hollywood studios, the company is a leading provider of production, postproduction and distribution for creators and distributors of content. Technicolor is a world leader in film processing, a leading supplier in the field of decoders and gateways and one of the largest manufacturer and provider of DVD & Blu-ray discs. The recent acquisition of The Mill, a leading visual effects and content creation studio for the advertising, gaming and music industries adds one more first-rate brand to our already robust portfolio (MPC, Mikros Image and Mr. X), effectively making Technicolor the leader in VFX and post production services to the advertising production segment*

*The company also has a strong activity in Intellectual property and Licensing business.*

*This unique environment presents an exceptional opportunity to explore cutting-edge video technologies that will reach homes in the years to come. In Rennes research and development center, our engineers will make your internship a fascinating and rewarding experience.*

*For more information, please visit our website: [www.technicolor.com](http://www.technicolor.com)*

## **Internship title: Frontend UX Developer**

### **Context**

Do you want to be part of an incredible adventure in defining the next generation of TV user experience, re-think where should go UX in this early days of passive learning, ubiquitous computing and connected objects revolution?

Do you believe the user experience is improved by bringing simplicity, clarity and personality to a digital product?

Do you have a passion for digital product & application design and understand what spin could give the ubiquitous computing and Internet of things to user experience design?

Technicolor is looking for a Frontend UX Developer to join a growing team of Interaction Designers, UX Designers, Product Designers and Creative Developers; A UX Team in charge of designing the future of interactive TV experience across multiple platforms and extending to connected objects.

### **Objective**

As a part of the UX Design Team, you will be in charge of the creation of interaction models by prototyping the next generation of our high-end TV experience which will be deployed in hundreds of thousands of homes all over the world.

### **Task description**

You will learn how to code and prototype in a UX department. You will assist UX designers in UX testings and user centric concept designs. You will use any technology needed to achieve a goal.

### **Keywords**

UX, UX Design, User Experience, Frontend, Frontend Developer, Prototyper, HTML, CSS, Javascript, Android, Mobile, Arduino

### **Working environment**

Laptop with your own IDE of choice, git, mobile devices.

### **Profile / Requested skills**

BAC+2 / BAC+3

You know HTML integration, and you know it well. You love the pixel perfect feeling, and you put user-experience as the first priority of your daily work. You know basics of OOP and have the big picture about how the web works (networking, protocols, etc...). You want to learn more about frontend development, and you're eager about it. You have intuition on how things work. You know how to search the web for answers.

### **Duration and period**

From june to august 2016

### **Compensation / Advantages**

The compensation depends on the study level. It is above the legal minimum.