### Position description:

Graduate students in Media Arts, Art History, Public History, Computer Science, Geography, and the Library School are invited to apply for the position of Project Manager. The Project Manager will contribute to an internally-funded grant project devoted to reimagining eighteenth-century architectural illustrations and maps by Giovanni Piranesi from USC’s Irvin Department of Rare Books and Special Collections. Broadly speaking, the Project Manager will oversee the project’s logistical aspects and contribute to its practical and conceptual goals.

The ideal individual for this position will bring an interest in digital design to Piranesi’s material and develop his/her own ideas through consultation with the project’s Principal Investigators. Work will include exploring digital visualization and image manipulation programs best suited to enhancing Piranesi’s illustrations, serving as a third member of undergraduate student teams, and synthesizing the work of Student Researchers, who will be responsible for developing two thematic “mock-up” demonstrations, determining the time, labor, and technology necessary to fulfill future project goals, and sharing “mock-ups” with project staff and faculty participants. The Project Manager will also schedule and attend meetings of project participants, take and disseminate meeting notes, explore potential outsourcing developers, manage communications, coordinate travel, and develop intellectual goals for research related to the project.

Must have excellent writing and verbal communication skills, strong attention to details, good time-management, organizational, and interpersonal skills, and a working knowledge of Microsoft Office and Adobe Acrobat. Knowledge of HTML is preferred but not required.