RHIZOME

235 Bowery, New York, NY, 10002 / rhizome.org

Software Curator for Systems and Environments
(Full-time; Part-time negotiable)

Application Deadline: August 30, 2016
Location: Flexible

Rhizome seeks a Software Curator to conceptualize, create, test, and describe systems to re-enact digital artifacts in order to advance emulation as a preservation strategy. This position is part of a two-year grant awarded by the Institute of Museum and Library Services (IMLS), involving the University of Freiburg (Germany) and Yale University. The full project narrative is available at: https://www.imls.gov/grants/awarded/lg-70-16-0079-16.

Rhizome is an Equal Opportunity Employer and candidates from groups generally underrepresented in technical fields are especially encouraged to apply.

About Rhizome
Rhizome is a non-profit art organization based on the internet, and an affiliate in residence of the iconic New Museum in New York City. We have strong values and a clear mission to support contemporary art that creates richer and more critical digital culture—online since 1996. Rhizome's digital preservation program supports social memory for internet users and networked cultures through the creation of free and open source software tools that foster decentralized and vernacular archives, while ensuring the growth of and continuing public access to the Rhizome ArtBase, a collection of 2,000+ born-digital artworks.

Position and Focus
The Software Curator will:
- systematically analyze Rhizome's collection of digital artifacts;
- build a collection of software and systems these artifacts depend on for their re-enactment;

- from these components, build working environments using the bwFLA Emulation as a Service framework, developed by the University of Freiburg;
- describe the dependency relationships via technical meta-data; and
- test the applicability and portability of this meta-data

All of this is towards the goal of making legacy software dependencies manageable for collection managers.

The Software Curator reports to and works with Rhizome's Preservation Director to become an expert user of emulation tools and services, empowering their use in the preserving of software.

Who we are looking for

This position is a unique opportunity to work at the forefront of digital preservation, and help define practices, workflows, and the concept of "software curation" itself. We are looking for a committed self-starter that wants to make an impact in the field of software preservation and for the historicization of digital culture.

Required Skills
- Demonstrable analytical skills and aptitude for desk-based research including the ability to reason insightfully when presented with a technical problem and present coherent argument for chosen way forward;
- Familiarity with a range of software and operating systems;
- Strong team working skills, excellent written and verbal communications skills;
- Ability to understand and create simple scripts for data analysis and management; and
- Basic Unix skills.

Preferred
- A deep engagement with digital culture and its history;
- Experience with emulation;
- Experience in metadata creation or cataloguing;
- Experience of working on digital preservation research projects;
- Ability to understand and create complex scripts for data analysis and management; or
- Advanced Unix skills.

These are general guidelines and not hard requirements; the more of these the better. This position can be filled by digital archivists, emulation enthusiasts, digital librarians, artists and people from other backgrounds.

To apply, send a resume, cover letter, and examples of previous work and projects to jobs@rhizome.org.