ABOUT FIELD READY
Field Ready is a non-governmental organisation that is dedicated to empowering people living in complex environments to make the things they need, where they need them, when they need them. Our vision is to meet development goals through technology, innovative design and engaging people in new ways. We make useful items to solve problems locally using the latest technology, as well as traditional local manufacturing. We build capacity to continue this through building makerspaces and communities of makers. Our approach is truly effective and ground breaking.

POSITION SUMMARY
Field Ready is leading a project to build the makerspace eco-system of northern Iraq as part of the GIZ ICT for Youth program. Providing youth with the opportunity to gain practical digital fabrication skills. This will in turn boost their future employability, opportunities to engage in entrepreneurship and prospects for peace. Specifically, Field Ready is supporting the existing Mosul Space in Mosul and IOT Maker in Baghdad, operating Erbil Innovation House - a makerspace together with a co-working space in the city of Erbil - and establishing and operating a makerspace in Sulaymaniyah city.

The role of Makerspace Technical is absolutely critical to delivery of this project and Field Ready’s goals in Iraq. They will be responsible for overseeing all aspects of the Sulaymaniyah makerspace, including management and maintenance of resources, support to makerspace users, and design and delivery of training. They will be a key person in Field Ready’s collaboration with other makerspaces and other maker communities through the makers hive network. In addition they will work closely with Field Ready’s Technical Advisors to identify and develop new technical projects.

An effective makerspace Technical will combine relevant technical know-how with excellent interpersonal skills and proven self-drive, to contribute to the development of Iraq’s innovation eco-system.

RESPONSIBILITIES
The following are illustrative responsibilities that will evolve over time and depend on organisational needs:
- Oversee the day-to-day management of the makerspace, including access and ensuring equipment is functioning and safe.
- Contribute to developing (and maintain) systems to plan use of makerspace resources, including equipment and human resource.
- Run introductory sessions for members of the space to use of makerspace equipment and tools.
- Run sessions especially for/with other partners inside the culture factory.
- Support users of the makerspace to realise projects, from concept to prototype.
- Document items made in makerspace and share on opensource sharing platforms (i.e. thingiverse and makeapedia).
- Plan and deliver workshops and training sessions (identifying additional expertise as needed), including in:
  - 3D modelling and digital fabrication,
  - Physical computing,
  - Soft circuits and makerspace craft.
- Organise the purchase, asset management, stock control and safe disposal of equipment and consumables in the makerspace.
- Support the Iraq Country Lead and KRG Program Lead to develop new concepts, particularly with relevant technical input.
- Ensure the highest possible quality and rigour, with high standards of engineering professionalism.
- Turn ideas into prototypes and to final products, matching with market need.
- Coordinate trainings and product development with other space technical teams.
- Reaching out to manufacturers of different industries.
- Contribute to the Makers Hive Network, the community of makers in Iraq.
- Work with the makerspace community manager to reach out to universities, private sectors and other NGOs working in the same field.

**QUALIFICATIONS & CHARACTERISTICS**

The best applicants will combine relevant technical know-how with strategic thinking, a brilliant analytical mind, humility, excellent listening skills, good interpersonal skills and an ability to get things done.

_We’re looking for a problem solver, who sees a failure as an opportunity to find a better way to do it, and loves to help others do the same !_

Required criteria:
- Engineer, industrial designer, product designer or similar with at least a bachelor degree of equivalent work experience.
- Experience managing or working with small, specialised teams.
- Demonstrable interest in the Iraq innovation eco-system and global makerspace movement.
- Competent with CAD software.
- Excellent interpersonal skills and the ability to work effectively and in a collegial fashion with people from a wide range of backgrounds and cultures.
- Self-starter with ability to prioritize, meet deadlines.
- Fluent in English, Kurdish required, Arabic an advantage.

Desired criteria:
- High-level of proficiency in 3D modelling.
- Experience in circuitry and programming microcontrollers (Arduino, raspberry pi etc.), understanding of electric components and how to apply to physical design.
- Adept in relevant programming languages.
- Familiar with innovation process frameworks (e.g. TRIZ).
- Prior use of 3D printers, laser-cutters, CNC machines, soldering, vacuum former, moulding materials, 3D scanners etc.

Iraqi nationals highly encouraged to apply.

**TO APPLY**

Submit a cover letter which briefly outlines the experience and skills you have which you think are relevant to this role, and why you are interested. This letter should be no more than two pages. Please submit this cover letter along with your CV by 15th March 2021 through this [APPLICATION FORM](#).