



Senior Software Engineer, Classroom Technology Innovation

Summary

Wildflower Schools seeks one or more passionate, talented software engineers to join our team as we work to invent a new paradigm for how teachers gather and make use of information in the classroom. If you are excited about the idea of using your knowledge, skills, and experience to build technology that has the potential to change education for all, we want to talk to you.

Who are we?

At [Wildflower Schools](#), we are planting the seeds of a new way of thinking about what schools can be, shaped by the latest research on child development and grounded in a century of practical learning. We are a rapidly growing network of one-room, teacher-led Montessori schools, bound together by a set of [core principles](#), including deep connections between school, home, and community; a commitment to equity; attention to beauty; and a focus on nature. Consistent with our origins at the MIT Media Lab, our schools are also laboratories for innovation, continually exploring new questions and testing new ideas even as we preserve the authentic Montessori practice at the heart of our philosophy.

We currently have schools in Massachusetts, Puerto Rico, Rhode Island, Minnesota, and Kentucky, and passionate teacher leaders are working to build new schools across the United States and the world. We practice the principles of self-management and work in non-hierarchical structures at all levels of our organization. We are funded by many of the leading education and technology philanthropists in the country, including the Chan Zuckerberg Initiative, the Walton Family Foundation and the Omidyar Network among others.

What are we building?

As part of our commitment to classroom innovation, we are in the middle of an extensive technology research and development effort exploring ways to transform how Montessori teachers (and perhaps all teachers) gather and make use of information about the development of their students. Among the technologies we are exploring are embedded sensors and computer vision to automatically gather data about educational activity in the classroom, smart pen technology to support teachers and students in recording and organizing their own observations without the use of screens, various layers of artificial intelligence to process all of the data above and make meaning of the emerging patterns, and new interactive visualization tools to support teachers in making use of the resulting inferences. Some of these technologies are already deployed as prototypes in our classrooms while others are still at the ideation and user research phase. Consistent with our open source philosophy, we collaborate with researchers and technologists around the world and we make all of our technology available for others to use and adapt.

What will you do?

We are looking one or more software engineers to help us tackle new problems and invent new software technologies as part of our research and development efforts. You will:

- Collaborate with the head of classroom innovation and the rest of the technology team to shape and evolve our classroom technology vision, translate this vision into concrete products and features, prioritize and sequence our efforts, assign responsibilities, etc., all in a fluid, non-hierarchical environment
- Translate complex engineering problems into strategies, algorithms, etc.
- Design, build, test and evolve new components of our growing architecture

Who are we looking for?

We don't put people into boxes. We are innovating across a wide range of different problem domains and software technologies and we expect to venture into new domains as we experiment and learn. We want people who have deep expertise in one or more of our current areas but also the passion and curiosity to push themselves and learn new skills. In particular, we are looking for talented engineers who have:

- Strong knowledge, skills, and experience in one or more of the technical areas where we are pushing the envelope: computer vision, artificial intelligence (e.g., deep learning), interactive data visualization, distributed processing, human knowledge modeling, embedded sensors, etc.
- Comfort in working with a variety of technologies (OpenPose, OpenCV, AWS, React, Python, and TensorFlow are some we use often), and an ability to build systems that integrate components using these different tools
- Ability to work effectively in a fluid and non-hierarchical environment
- Passion for transforming the educational experience for all children

We are based in Minneapolis and strongly value in-person collaboration, so we prefer candidates who can join us here.

If you are interested in the role or have suggestions for someone who might be, please contact ted.quinn@wildflowerschools.org. All communications will be kept strictly confidential.