Part Time Coding Curriculum Assistant (VR/Game Design)

Mission Bit is calling on those with a passion for coding, social justice, and community to join our team and dedicate their skills towards uplifting Bay Area high school students by bridging the tech divide. As a Curriculum Assistant, you will be at the forefront of designing creative content and connecting with students to provide an engaging and welcoming classroom environment!

This is a **part-time position at $27.00 / hour 15-20 hours per week** with a majority of the time during business hours 9am to 6pm Monday through Friday.

Must send a letter of interest and resume to be considered to hiring@missionbit.org with the subject "Coding Curriculum Assistant - Your Name"

Why teach with Mission Bit?
Social justice and computer science education are used to empower underrepresented youth to navigate the tech industry. We believe that every student should have access to a STEM education, confidence in their abilities, and guidance for college and career aspirations.

Details:
This is a highly versatile and technical role on the Curriculum team, reporting directly to the Director of Curriculum. As a Curriculum Assistant with us, you'll be responsible for researching, integrating critical thinking, problem solving, creative thinking, communication, collaboration, and global citizenship into the curriculum and helping students realize their potential.

You must be comfortable suggesting and implementing new ideas that improve the quality and integrity of Mission Bit and our curriculum. You understand that there are always new opportunities for improvement and ways to elevate our standards.

Our success depends on building teams who can challenge each other's assumptions with fresh perspectives. At Mission Bit, we don't just accept differences – we celebrate them. Mission Bit is committed to providing a fair, equitable, and inclusive work environment. We welcome candidates that will promote and value diversity and exercise teamwork and collaboration

Primary Responsibilities:
- Ensure Unity and VR curriculum for our classes continuously is up to date
- Create 90-minute workshop content surrounding the Mission Bit core values of social justice, community, accountability, smart risks, and love
- Assist and support the Director of Curriculum on other projects

Requirements:

- **Coding Skills:**
  - Must have a strong grasp of basic procedural programming skills in Unity and C# as well as experience developing in VR (Oculus Quest).
  - General knowledge of other languages- Javascript, HTML/CSS, and Python would be a plus!

Minimum Qualifications:

- Have at least 3+ years of technical experience (college/university, bootcamp, industry) in Unity / C# / VR / other coding languages. Current CS majors are encouraged to apply.
- Must be able to pass a technical skills assessment and provide a portfolio of work
- Strong understanding of the programming platforms
- Punctual, organized, and prepared
- Values aligned with Mission Bit and passion for sharing CS knowledge
- Excellent written and verbal communication skills
- Self-starting with the ability to effectively work autonomously with little oversight
- Intelligent, dedicated, and flexible with a willingness to experiment

Mission Bit is an equal opportunity employer that does not discriminate on the basis of actual or perceived race, creed, color, religion, national origin, ancestry, age, physical or mental disability, pregnancy, genetic information, sex, sexual orientation, gender identity or expression, marital status, familial status, domestic violence victim status, veteran or military status, or any other legally recognized protected basis under federal, state or local laws. We are in compliance with the San Francisco Fair Chance Ordinance.