

Job Vacancy Notice

Job Title: Assistant Professor - Game Design

Job ID: 18355

Location: Hostos Community College

Full/Part Time: Full-Time

Regular/Temporary: Regular

FACULTY VACANCY ANNOUNCEMENT

The Visual and Performing Arts Unit of the Humanities Department at Hostos Community College offers many opportunities to explore the visual and performing arts. With courses as far ranging as painting and drawing, art history, digital design, animation, public speaking, acting, music, and audio recording, students can pursue many possible creative paths.

Those who elect to earn credits in the visual and performing arts will find a variety of approaches to learning that include lecture and studio based classes as well as workshops that allow for the exploration of extracurricular interests or even from the development of career centered skill sets vital to the pursuit of employment opportunities. The successful completion of courses in the arts are a useful and, in many cases, essential basis for study in other disciplines. They are also a valuable source for personal development. The Visual and Performing Arts unit now offers an Associates of Applied Sciences (AAS) degree in Digital Design and Animation as well as in Digital Music.

The Visual and Performing Arts Unit seeks applications for a tenure track Assistant Professor to perform teaching, research and guidance duties in areas of expertise. Shares responsibility for committee and department assignments, performing administrative, supervisory and other functions as may be assigned.

In addition to the above duties, the successful candidate will be responsible for, but not limited to, the following:

- Teaches courses in Game Development and Game Programming.
- Performs program development, administration, assessment, and implementation of the Media Design Programs.
- Conducts advisement orientation to students.
- Organizes and implements annual game competition.
- Assists in the oversight of the operation of the Design labs and equipment.
- Participates actively in committees, student recruitment, and grant writing to secure funding for media initiatives.

QUALIFICATIONS

MFA degree in Game Design or related field. Also required are the ability to teach successfully, demonstrated scholarship or achievement, and ability to cooperate with

others for the good of the institution.

The following qualifications are preferred:

- Minimum two years college teaching experience
- Experience in Game Development Software (Unity, Unreal, etc.), Adobe Creative Suite Software (Photoshop, Illustrator, InDesign, PremierePro) and Apple Operating System
- Experience with Art and Design History
- Ability to teach ancillary courses in Animation, Video, Audio Production or Graphic Design
- Experience in a multicultural, urban college setting
- Demonstrated significant professional achievements, ongoing professional growth, and leadership
- Availability to work evening and weekend hours
- Bilingual skills in English and Spanish

COMPENSATION

Salary commensurate with education and experience.

CUNY offers faculty a competitive compensation and benefits package covering health insurance, pension and retirement benefits, paid parental leave, and savings programs. We also provide mentoring and support for research, scholarship, and publication as part of our commitment to ongoing faculty professional development.

HOW TO APPLY

Applicants must apply online by accessing the CUNY website at www.cuny.edu and navigate to the following links: "Employment" and Search Job Postings"

Please attach resume, cover letter, and three professional references.

CLOSING DATE

April 5, 2018

JOB SEARCH CATEGORY

CUNY Job Posting: Faculty

EQUAL EMPLOYMENT OPPORTUNITY

CUNY encourages people with disabilities, minorities, veterans and women to apply. At CUNY, Italian Americans are also included among our protected groups. Applicants and employees will not be discriminated against on the basis of any legally protected category, including sexual orientation or gender identity. EEO/AA/Vet/Disability Employer.