

Stellenangebot vom 02.11.2018

Assistant/ Associate/ Professor (Lecturer)

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	07.01.2019
Gehalt:	75000-100000 USD
PLZ / Ort:	84112 Salt Lake City
Land:	Vereinigte Staaten von Amerika

Firmendaten

Firma:	University of Utah
Straße & Hausnummer:	332 S. 1400 E.
PLZ / Ort:	84112 Utah



Ansprechpartner

Name:	Sara Mathis
Position:	
Straße & Hausnummer:	332 S. 1400 E.
PLZ / Ort:	84112 Utah

Job-Beschreibung

The University of Utah's Entertainment Arts and Engineering (EAE) program is seeking to hire a teaching faculty member at the rank of assistant, associate or professor (lecturer), beginning Fall 2019. This is a non-tenure track position intended to be a long-term position within the University's Career-Line Faculty structure, with a renewable contract and multi-year appointments.



Seeking to build upon its reputation as a world-class professional games education program, EAE is looking to hire a teaching faculty member in Game Engineering. Candidates must hold a terminal degree, preferably a Ph.D. in Computer Science or a related discipline. Senior candidates must demonstrate a record of outstanding

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teaching; junior candidates must demonstrate the potential for teaching excellence. The successful candidate will bring a depth of knowledge about game engineering as well as a passion to convey that knowledge to a diverse collection of students within EAE and the broader Utah student community. Responsibilities include teaching a variety of courses based on specialization. Examples may include games analytics, game engine development, gameplay programming, projects classes and special topics courses in the area of the candidate's specialty. Faculty will teach courses at the graduate and undergraduate levels, including courses in our new BS in Games degree. We are especially interested in candidates who are, or want to be, active in game development broadly construed. The faculty member may also conduct research and is expected to perform university and professional service.

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If you are interested in teaching the next generation's leaders in games and interactive entertainment, we strongly encourage you to apply.

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The University of Utah's Entertainment Arts and Engineering Program is a world leader in games education, with top-ranked programs at both the undergraduate and graduate levels. Founded in 2007 as a collaborative effort of Utah's Departments of Computer Science and Film and Digital Media, EAE is now an independent teaching program centered on the discipline of games, with graduate and undergraduate programs ranked in the top five worldwide by Princeton Review consistently since 2013. EAE programs were ranked number one in the world in 2013, 2015 and 2016. The EAE faculty includes artists, computer scientists, designers, games studies scholars, and social scientists who work together to design and teach our courses. This diversity of background in our faculty is one of the core elements of our students' experiences.

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The University of Utah is a Carnegie Research I institution located in Salt Lake City, the hub of a large metropolitan area with excellent cultural and recreational opportunities. Additionally, a vibrant local game development community offers opportunities for interesting collaborations. In their 2016 report on the videogame industry in the US, the Entertainment Software Association (ESA) described Utah as the 2nd best performing state for growth in the game industry since 2013. Further information about EAE and our current faculty can be found at <https://games.utah.edu/about-eae/>.

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Interested candidates should provide a cover letter, curriculum vitae, teaching statement (no more than 2 pages in length), a sample syllabus (for a class they have taught or would like to teach), and names and contact information for at least three references to be considered. Evidence of teaching effectiveness is strongly recommended if available. Applications must be submitted on-line. Review of applications will begin immediately. Applications received by December 1, 2018 will receive full consideration. EAE is especially interested in qualified candidates who can

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contribute to the diversity of our academic community. We strongly encourage underrepresented minority and women candidates to apply.

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