RIT | Golisano College of Computing and Information Sciences

Requisition Number: 6160 BR
School/Department: Interactive Games & Media
College: Golisano College of Computing and Information Sciences

Faculty Rank: Lecturer
Tenure Status: Non-Tenure-Track Lecturer
Anticipated Start Date: 8/1/2022

View the complete job description online.
https://sjobs.brassring.com/TGWEbHost/jobdetails.aspx?partnerid=25483&siteid=5291&AReq=6160BR

DETAILED JOB DESCRIPTION:

Applications are invited for a Lecturer position starting in August 2022. College student teaching experience would be advantageous. The IGM Lecturer will contribute to the academic mission of the School of Interactive Games and Media (IGM) and will be responsible for course preparation, formal classroom and lab teaching, and new lecture and lab course development in one or more of the following areas:

- Introductory game programming
- Game engine programming
- Web development
- Game Design, Level Design and Modding
- Game development environments such as Unity or Unreal
- Interactive media development
- Data visualization
- Aesthetic/creative computing
- 2D and/or 3D asset creative and animation for games
- Technical Art
- UI/UX
- Mobile computing
- Artificial Intelligence/Machine Learning/Data Mining
- Networking
- App or game production/product management
- Real-time interactive graphics programming

The IGM Lecturer will also be responsible for student mentoring and contributing to the advancement of IGM through service assignments. They will engage in professional growth through activities such as further study, creative projects, and active participation in professional societies. The successful candidates will have a passion for developing games and/or interactive media and have either game/interactive media industry experience or teaching experience in the areas of games/interactive media development and programming to inform their teaching.

We are seeking an individual who has the ability and interest in contributing to a community committed to student-centeredness; professional development and scholarship; integrity and ethics; respect, diversity and pluralism; innovation and flexibility; and teamwork and collaboration. Please see RIT's core values, honor code, and statement of diversity.

Department/College Description

GCCIS:
Golisano College of Computing and Information Sciences (GCCIS) at RIT is one of the most comprehensive computing colleges in the nation. The college is housed in modern facilities in Rochester, NY, that include leading programs in computer science, game design and cybersecurity. As home to the country's first undergraduate programs in software engineering and information technology, as well as the recently opened Global Cybersecurity Institute, Golisano College has long been a leader in computing education and research. Faculty, staff and students have access to specialized studios, labs, and equipment that are among the most complete and current of any university in the world. Moreover, Golisano College graduates go on to work at the world's leading tech firms and have developed groundbreaking technology like the Kinect for Xbox 360 and game changing innovations like jQuery. The college is home to the departments of Computer Science, Computing Security, and Software Engineering, as well as the School of Information, the School of Interactive Games & Media, and a college-wide PhD program, providing abundant opportunities for research collaboration within and beyond the college.

IGM:
The School of Interactive Games and Media (IGM) has over 30 full-time faculty and is committed to excellence in teaching and research. IGM offers undergraduate Bachelor of Science degrees in Game Design and Development, New Media Interactive Development, a Master of Science in Game Design and Development, and an accelerated BS/MS in Game Design and Development. IGM serves nearly 900 undergraduate students (including mandatory co-op experience) and about 60 graduate students. IGM is currently ranked in the top 10 of the Princeton Review, U.S. News & World Report, and the Animation Career Review for Game Design and Development programs at the undergraduate and graduate levels. IGM works closely with RIT's MAGIC (Media, Arts, Games, Interaction & Creativity) Center, which is a university-wide collaboration for research and publishing in games and digital media. The MAGIC Center is comprised of both a university research & development center and an independent game publishing studio.

ABOUT THE UNIVERSITY:
Founded in 1829, Rochester Institute of Technology is a diverse and collaborative community of engaged, socially conscious, and intellectually curious minds. Through creativity and innovation, and an intentional blending of technology, the arts and design, we provide exceptional individuals with a wide range of academic opportunities, including a leading research program and an internationally recognized education for deaf and hard-of-hearing students. Beyond our main campus in Rochester, New York, RIT has international campuses in China, Croatia, Dubai, and Kosovo. And with more than 19,000 students and more than 125,000 graduates from all 50 states and over 100 nations, RIT is driving progress in industries and communities around the world. Find out more at www.rit.edu.

REQUIRED MINIMUM QUALIFICATIONS:
- Master's degree in related discipline
- Strong written and oral communication skills
- Successful applicants have demonstrated the ability and/or potential to teach effectively
- Ability to contribute in meaningful ways to the College's continuing commitment to cultural diversity, pluralism, and individual differences.

HOW TO APPLY:

Apply online at http://careers.rit.edu/faculty Search: 6061BR. Please submit the following: your online application; cover letter (please explain your interest in applying for this position and how you anticipate covering classes based on your experience along with areas of growth).; a curriculum vitae, and upload the following attachments:

- Diversity Statement – explain how you've demonstrated a commitment to diversity and inclusion in your work
- Teaching Statement – explain your approach to teaching, mentoring, and/or advising.
- Portfolio (optional) – please include a link to examples of your work (e.g., a website, GitHub, etc).

Please arrange to have at least three letters of recommendation sent directly to the Interactive Games & Media School Administration Search Committee c/o Jill Bray-jcbics@rit.edu.

Review of applications will begin immediately and will continue until the position is filled.