Tenure Track, Assistant Professor / Non-Tenure Track, Lecturer 3D Digital Design

Position

The School of Design invites applications for either a tenure track assistant professor or non-tenure track lecturer position in its Bachelor of Fine Arts (BFA) 3D Digital Design program beginning in August 2014. We are seeking applicants to primarily teach 3D Digital Design courses using Maya within a design curriculum, but expertise in other graphics software is also important. The ability to teach scripting using MEL and Python within Maya is particularly important. Courses focus on 3D digital skills as they relate to design. Utilizing research, experimentation, critical thinking, creativity, interdisciplinary collaboration and a range of problem solving principles, students learn to solve complex visual problems within the constraints of time, space, budget, and technology. Emphasis is also placed on delivery of content in immersive environments with full body input. In addition to a full teaching load, other responsibilities include service to the University and an ongoing commitment to scholarship, if appointed as a tenure track assistant professor. The candidate will teach primarily in the BFA program but may also have an opportunity to teach in an MFA program and sit on MFA thesis committees.

The position begins **August 13, 2014**.

We are seeking individuals who are committed to contributing to RIT’s core values, honor code, and statement of diversity.

- Applicants with a MFA degree or equivalent terminal degree will be considered for a tenure track assistant professor position. Applicants with other master degrees with equivalent creative experience in a design related field or a baccalaureate degree in a design related field and equivalent professional experience can be considered for a non tenure track lecturer position.

- Teaching experience on the college level.

- Progressive and innovative approach to teaching and learning 3D digital design.

- Strong 3D digital design and aesthetic skills as well as skills in areas such as scripting, imaging, interactive media, or related areas.

- Strong proficiency in many aspects of Maya 3D software (scripting in Python or MEL, fur, hair, cloth, dynamics, particles, rigging, modeling, lighting, shading, rendering, etc.) and in some of the following: Motion Builder, After Effects, Final Cut Pro, ZBrush, game engines, Renderman, Adobe Creative Suite, Mudbox, and/or 3DCoat.

- Competence in planning and organizing principles and strategies for developing, implementing and supervising creative and innovative projects using 3D software.

- Ability to contribute in meaningful ways to the college’s continuing commitment to cultural diversity, pluralism, and individual differences.

How to Apply


Please submit your cover letter addressing the listed qualifications; a curriculum vitae; a contribution to diversity’ statement; statement of teaching philosophy; and the names, addresses, phone numbers and emails for three references. Additionally, include examples of course syllabi and assignments; a PDF or a link to a website presenting twenty examples of personal work; and a PDF or a link to a website presenting twenty examples of student work.

All application materials should be received by Monday, February 3, 2014. The position will be open until an acceptable candidate is found.

You can contact the search committee with questions on the position at:

Peter Byrne, Administrative Chair, School of Design, Rochester Institute of Technology, 73 Lomb Memorial Drive, Rochester, NY 14623, phone 585-475-6107 or by email at pjbfaaa@rit.edu

RIT is an equal opportunity employer that promotes and values diversity, pluralism, and inclusion. For more information or inquiries, please visit RIT/TitleIX or the U.S. Department of Education at ED.Gov