Tenure Track, Assistant Professor, 3D Digital Design

The School of Design in the College of Imaging Arts and Sciences at the Rochester Institute of Technology invites applicants to apply for a tenure track Assistant Professor position to teach in the 3D Digital Design program. The 3D Digital Design program is seeking applicants to teach primarily 3D Digital Design courses using Maya and real-time design software (Unreal and/or Unity) within a design curriculum, but expertise in other graphics software is important as well. The ability to teach a variety of content using Maya (modeling, lighting, shading, rendering, scripting, etc.) 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 each term, other responsibilities include advising students, assisting in curriculum development, participating in research, scholarship and creative activities, and providing service to the university, college, department and profession. 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 10, 2016.

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

- MFA degree or equivalent terminal degree, or master’s degree and equivalent professional and creative experience in a design related field.
- Minimum of four years professional experience.
- Minimum of two years teaching experience at the university level beyond a teaching assistantship.
- 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, real-time design 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, ZBrush, Unreal or Unity, Arnold, Renderman, Nuke, Adobe Creative Suite, Mudbox, 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.

Apply online at http://careers.rit.edu/faculty, Search: 2076BR

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

Review of applications will begin on Monday, January 11, 2016 and continue until a suitable candidate is found. Candidates are encouraged to apply by that date.

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 pjbfaa@rit.edu

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