



Part Time Teaching Position, Game Design and Interactive Technology- Higher Education

The successful candidate will have:

- Bachelors of Art or Master of Fine Arts with three to four years' teaching experience at the college level or equivalent job experience with evidence of student work.
- Two to four years working with game development technology. Priorexperience in game development projects.
- Prior experience with community-based game projects is recommended.
- Professional portfolio should reflect in-depth knowledge of interactive media including the Unity environment.

Students in the Game Design program

- will employ the design process to produce the most effective solutions in both interactive and experiential art forms.
- will demonstrate advanced applications in game development software and hardware to expand technical knowledge of game production for a range of platforms.
- will defend work in formal and informal group settings.
- will assemble professional level portfolio work, from websites to playable demonstrations.
- will demonstrate professionalism when working alongside diverse teams of students, leading, managing time, delegating tasks and meeting deadlines.

Please see the Notre Dame College website for mission statement and catalog. Applications should be received for committee review by February 29, 2020. To ensure full consideration, submit a letter of application, current vitae, a statement of your teaching philosophy, evidence of previous teaching (e.g., syllabi, course outlines, exams, evaluations, etc.), and three references (including names, addresses, and numbers) to:

careers@ndc.edu