

Hi everyone,

In case you know someone who would be interested, BTH (Blekinge Tekniska Högskola) is currently recruiting two new staff members (1) Senior Lecturer in Computer Science, temporary position, and (2) Lecturer in Digital Game Development, temporary position :

Position 1: Senior Lecturer in Computer Science, temporary position

For more information please see: <http://www.bth.se/jobb>

Description of position

The position is directed to teaching within the programme Technical Artist in courses with the area of development of digital games and research within computer graphics.

The applicant is expected to do research, teach, supervise students on Bachelor- and Master level, cooperate with industry as well as apply for research grants.

Requirements

To qualify as university lecturer the applicant must have:

- Shown pedagogical skills
- Doctoral degree or corresponding scientific knowledge, or within appropriate area.
- Shown other skills of importance to the position.

Qualifications

Assessment criteria:

The applicant is expected to have a doctoral degree in Computer Science or related technical area with proved expertise in 3D programming. Meriting is experience of research in computer graphics and research cooperation with industry.

Meriting qualifications:

- Doctoral degree in a topic related to computer graphics, 3D programming, real-time animation or visualization.
- Experience from research, teaching, course and programme development.
- Quality and width on teaching merits and course execution.
- Experience of student supervision.
- Good theoretical and practical skills in computer graphics.
- Experience from graphical programming (C++, OpenGL 4+, real-time graphics)
- Knowledge in game engine design and implementation
- Competence in concurrent algorithms, hardware and mathematics.
- Good knowledge in Swedish and English.
- Good communication skills.
- Good cooperation skills.

Desired qualifications:

- Experience from game development in industry.
- Experience from MEL, C#, Python, Lua, GLSL, etcetera.
- Experience of Maya, 3DSMax.
- Experience of animation and rigging.

Commencement

Start date according to agreement, requested as soon as possible.

Duration

12 months with possibility to continuation.

Employment

100%

Application

Search for the position on <http://www.offentligajobb.se> or submit your application

email to diarium@bth.se (mark the e-mail with the position's reference number PERS 422-0015-2012).

Applications should include the following:

- cover letter stating your interests and preferred roles in the project and addressing the requirements of the positions
- The earliest date on which a position can be started, and how much notice you will need
- CV, including education, work experience, scientific publications and other relevant achievements and experience
- Two professional referees
- Copies of highest academic degree, etc.
- All documents in duplicate
- BTH needs the experience of both women and men. Applications are welcomed from both

Application deadline

2012-07-02.

Registration number

PERS 421-0074-2012.

For more information: If you would like to know more about the position, please contact unit manger Kennet Henningsson phone 0455-38 58 83, Kennet.Henningsson@bth.se. Union representative is Mikael Åsman (SACO), phone 0455-385720 and Monika Nilsson (TCO), phone 0455-385440.

Applications should be sent to: The Registrar, Blekinge Tekniska Högskola, SE-371 79 Karlskrona, Sweden. Telephone +46 (0)455-385000. Fax +46 (0)455-385057. E-mail: diarium@bth.se.

Position 2: Lecturer in Digital game development, temporary position

For more information please see: <http://www.bth.se/jobb>

Description of position

The position is directed to teaching within the programme Technical Artist in courses with the focus area digital games. The position is directed to concept art/sketching within game production. Teaching can also be expected in adjacent areas.

The position can also contain administrative tasks as well as development of courses, new and existing.

Requirements

To qualify for the position the applicant must have:

- University degree from basic level within, for the position, relevant area.
- Completed pedagogical training applicable for university teaching or in other ways acquired this knowledge.
- Shown skills within the pedagogics and teaching.

Qualifications

Meriting qualifications:

- Quality and width of teaching, course development and execution.
- Teaching experience in artistic and/or graphical processes.
- Understanding of coloring and shape.
- Good knowledge in analog and digital sketching techniques
- Experience in storyboarding and visualization.
- Experience of concept creation and 2D/3D art for games.
- Good knowledge of anatomy and character design.
- Experience of interior and exterior architectures.
- Good ability to communicate ideas visually and in writing.
- Good knowledge in Swedish and English.
- Good ability to cooperate and contribute within the faculty and specialists in game programming and game graphics .
- Experience from Photoshop, Illustrator, Maya, 3DS Max.

Desired qualifications:

- Experience from Zbrush or Mudbox

- Basic knowledge in computer graphics.
- Experience of rigging and animation
- Experience of 3D-printing and scanning
- Knowledge, interest and experience from working with virtual environments.
- Interest for research within computer graphics.

Commencement

Start date according to agreement, requested as soon as possible.

Duration

12 months with possibility to continuation.

Employment

100 %

For more information: If you would like to know more about the position, please contact unit manager Kennet Henningsson phone 0455-38 58 83, Kennet.Henningsson@bth.se. Union representative is Mikael Åsman (SACO), phone 0455-385720 and Monika Nilsson (TCO), phone 0455-385440.

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