

Assistant or Associate Professor In Creative Technology
Interdisciplinary 3D Media
Virginia Tech

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Posted Nov. 2, 2018, set to expire Mar. 4, 2019

Job Title	Assistant or Associate Professor In Creative Technology Interdisciplinary 3D Media
Department	School of Visuals Arts https://www.sova.vt.edu/
Institution	Virginia Tech Blacksburg, Virginia
Date Posted	Nov. 2, 2018
Application Deadline	Open until filled
Position Start Date	Aug. 10, 2019
Job Categories	Assistant Professor Associate Professor
Academic Field(s)	Game Design/Animation Digital Media Fine Arts - General
Job Website	https://listings.jobs.vt.edu/postings/91432
Apply Online Here	https://listings.jobs.vt.edu/
Apply By Email	

Job Description

The School of Visual Arts Department (SOVA) at Virginia Tech invites applications for a tenure-track faculty position at the rank of Assistant or Associate Professor in Interdisciplinary 3D Media practices in the Creative Technologies (CT) program, August 2019.

Applicants should have an active creative research practice, a strong commitment to diversity and inclusion, and demonstrated expertise in one or more creative fields that utilize new, emerging

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technologies towards the creation of original works.

Specific area(s) of applicant interest and expertise may include but are not restricted to any of the following subfields: 3D animation, immersive environments, virtual reality, augmented reality, 3D scanning, interactive art, and/or other hybrid research practices that engage 3D modeling or 3D animation creation, and center artistic output as engagement within the fine arts, humanities, social sciences, sciences, or otherwise. We invite visionary applicants who will bring imagination, effort, unique perspectives and skills that complement the research and teaching emphases of existing SOVA faculty.

The teaching expectation for this position includes SOVA undergraduate and/or graduate level courses, as well as possible contributions to the SOVA Foundations program, and thesis mentoring for undergraduate and graduate students.

Duties and responsibilities include:

- Teach a 2/2 load of undergraduate and/or graduate courses
- Maintain a strong, high-quality national/international creative practice and research agenda
- Develop and lead cross-disciplinary graduate and undergraduate courses in SOVA
- Advise and mentor graduate and undergraduate students in SOVA
- Contribute to teaching undergraduate students in SOVA's Foundations program
- Maintain an up-to-date proficiency with tools and software as related to specific creative teaching and research areas
- Contribute to school, college, and university-level service and outreach
- Contribute to the growth of SOVA's programs through dynamic participation in a collaborative, cross-disciplinary, diverse work environment
- Contribute to new creative directions in SOVA, especially through unique artistic and research approaches

Additionally, there are many opportunities for research and teaching collaboration. The successful candidate will have the opportunity to work with a wide range of research groups and faculty within the Department, College, and University, including the Institute for Creativity, Arts and Technology (<http://www.icat.vt.edu>) and the Center for Human Computer Interaction (www.hci.vt.edu). Candidates should forecast possible intersections with other areas of research in our Department, School, or University overall, i.e., partnerships across studio art, performing arts, design, computer science, and/or countless other possible interdisciplinary collaborations.

SOVA is comprised of 24 full-time faculty with approximately 280 undergraduate students and 21 master's students. The undergraduate and graduate CT programs are currently ranked 20th,

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respectively, by Animation Career Report - Top 50 Public Animation Schools and Colleges in the U.S. - 2017. The main Virginia Tech campus is located in beautiful Blacksburg, VA., about 38 minutes southwest of Roanoke, VA. Virginia Tech is conveniently located near Interstates 77 and 81, approximately four hours from Washington, D.C., 3.25 hours to Richmond, VA, three hours from Charlotte, NC, 2.5 hours from Charleston, WV, and 2 hours from Winston-Salem, NC.

Virginia Tech is a public land-grant university, committed to teaching and learning, research, and outreach to the Commonwealth of Virginia, the nation, and the world. Building on its motto of Ut Prosim (that I may serve), Virginia Tech is dedicated to InclusiveVT — serving in the spirit of community, diversity, and excellence. We seek candidates who adopt and practice the Principles of Community (<http://www.inclusive.vt.edu/>), which are fundamental to our ongoing efforts to increase access and inclusion and to create a community that nurtures learning and growth for all of its members. Virginia Tech actively seeks a broad spectrum of candidates to join our community in preparing leaders for the world.

REQUIRED QUALIFICATIONS:

- Terminal Degree (Master of Fine Arts degree preferred) in Fine Arts, Digital Arts, Creative Technologies, Time-Based Media, Animation, or related field(s)
- Demonstrated artistic achievement and/or evidence of an ongoing, active record appropriate for area of creative expertise
- Demonstrated proficiency in a combination of creative tools and processes applicable to the specific needs of the position, such as, but not limited to, software within the Adobe Creative Suite, Maya, Zbrush, Unity, Cinema4D, Unreal, Substance Designer, Max/MSP, Processing, or other software programs and/or coding languages as applicable to areas of expertise
- Broad understanding of processes, history, and critical theory across the arts, with emphasis on areas of expertise

PREFERRED QUALIFICATIONS:

- At least two years of university-level teaching experience beyond the MFA
- Demonstrated commitment to interdisciplinary creative and/or research practices
- Demonstrated commitment and sensitivity to issues of inclusion and diversity, both within the classroom and in arts and technologies fields overall

Interested candidates should apply online at jobs.vt.edu (posting TR0180163). Please submit all of the following up-to-date materials for full consideration:

- Cover letter
- CV

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- Artist / research statement
- Statement of contributions to diversity
- Teaching statement
- Evidence of teaching if available (e.g., syllabi, examples of student work) and/or other evidence of instructional excellence
- Link to an online portfolio/updated website demonstrating the candidate's current creative research interests and expertise
- Names and contact information of three references

Applicants will be notified before any references are contacted. Review of applications will begin on January 11, 2019 and will continue until the position is filled.

Positions will remain open, and applications may be considered until the position is filled. For more information or for any questions about the search, please contact the chair of the Search Committee, Rachel Weaver, rlw@vt.edu

Select candidate to fulfill job must have a complete conviction and background check prior to the start date.

EEO/AA Policy

Virginia Tech does not discriminate against employees, students, or applicants on the basis of age, color, disability, sex (including pregnancy), gender, gender identity, gender expression, genetic information, national origin, political affiliation, race, religion, sexual orientation, or veteran status, or otherwise discriminate against employees or applicants who inquire about, discuss, or disclose their compensation or the compensation of other employees or applicants, or on any other basis protected by law.

For inquiries regarding non-discrimination policies, contact the executive director for Equity and Accessibility at 540-231-2010 or Virginia Tech, North End Center, Suite 2300 (0318), 300 Turner St. NW, Blacksburg, VA 24061.

Contact Information



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Please reference Academickeys in your cover letter when
applying for or inquiring about this job announcement.

Contact

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