

Assistant Professor: Computational Artist / Designer
University of California, San Diego

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Posted Jul. 17, 2019, set to expire Nov. 18, 2019

Job Title	Assistant Professor: Computational Artist / Designer
Department	Visual Arts http://visarts.ucsd.edu/
Institution	University of California, San Diego La Jolla, California
Date Posted	Jul. 17, 2019
Application Deadline	Dec. 2, 2019
Position Start Date	Jul. 1, 2020
Job Categories	Assistant Professor
Academic Field(s)	Digital Media Communications/Information Systems Art - General Art Education Fine Arts - General
Job Website	https://apol-recruit.ucsd.edu/apply/JPF02173
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Job Description

The Department of Visual Arts at UC San Diego invites applications for an artist/designer with a computational and 3D visualization research-based practice and exhibition/publication record.

Areas of focus may include:

computer visualization processes and techniques
virtual and augmented reality

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critical informatics
critical gaming
algorithmic-based design (e.g., parametric systems and computationally directed fabrication and simulation)
machine vision
physical computing
control systems for installation and other emerging areas.

The artist/designer will teach in the Interdisciplinary Computing and the Arts and Speculative Design undergraduate majors and the MFA program. Applicants should address intersections with other cross-disciplinary departmental practices and teaching areas such as studio art, performance, installation, architecture and urbanism, film and media production, and art and media history and theory.

The Department of Visual Arts offers undergraduate degrees in Studio, Media, Speculative Design, Art History and the Interdisciplinary Computing in the Arts Major (ICAM), as well as, at the graduate level, an MFA and a PhD in Art History, Theory and Criticism which includes a concentration in Art Practice. The Computational Artist / Designer is a research and teaching position centered in the ICAM, a program intermixing art, music and computer science to provide students with the basis of creating new forms of art which arise out of the affordances of computational systems.

Assistant Professor appointments are open to emerging artists whose exhibition track record shows a trajectory for developing a national and international reputation. Since quality teaching is required for advancement, applicants with teaching experience at the undergraduate and/or graduate level is preferred.

Applicants are required to possess an MFA and/ or PhD (or equivalent) in Visual Art, Interdisciplinary Computing/Design, New Media practice or related field required prior to the time of appointment.

Teaching will encompass the entire curricular range from large undergraduate lecture courses, to intermediate production and technique courses, advanced undergraduate production and critique courses, and graduate courses for MFA and Art Practice students. Courses would include such areas in graphics/visualization practices, 3D fabrication and machine learning. All department faculty are expected to advise, work with, and serve on the committees of MFA students in all areas and also work with and serve on the committees of PhD students.

Rank and salary commensurate with qualifications and experience based on UC pay scales.

Application deadline is December 2, 2019.

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To apply: All applicant materials including referee information should be submitted via Recruit at <https://apol-recruit.ucsd.edu/apply/JPF02173>.

EEO/AA Policy

UC San Diego is an Equal Opportunity/Affirmative Action Employer with a strong institutional commitment to excellence through diversity. All qualified applicants will receive consideration for employment without regard to gender, race, color, religion, sex, sexual orientation, national origin, disability, age or protected veteran status.

Contact Information

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

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