Teaching Assistant Professor, Illustration and/or Computer Animation
University of Illinois, Urbana-Champaign

Job Title Teaching Assistant Professor, Illustration and/or Computer Animation

Department Art & Design

Institution University of Illinois, Urbana-Champaign

Champaign, Illinois

Date Posted Sep. 30, 2025

Application Deadline Nov. 17, 2025

Position Start Date August 2026

Job Categories Assistant Professor

Academic Field(s) Game Design/Animation

Design - Graphic Design/Illustration

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Job Description

Teaching Assistant Professor, Illustration and/or Computer Animation

School of Art & Design, Studio Art Program

Teaching Assistant Professor, Illustration and/or Computer Animation
University of Illinois, Urbana-Champaign

University of Illinois at Urbana-Champaign

The School of Art & Design at the University of Illinois Urbana-Champaign invites applications for a full-time, non-tenure-track Teaching Assistant Professor position in Illustration and/or Computer Animation within the Studio Art Program.

We seek two dynamic artist-educators whose practices engage traditional and digital media in the service of storytelling, expression, and creative communication. This unified search reflects our program's commitment to cultivating interdisciplinary learning while also maintaining disciplinary clarity. Candidates may apply for either the Illustration or the Computer Animation position, or both, depending on their area(s) of expertise.

This search supports growing curricular demand and student interest in both illustration and animation at the undergraduate and graduate levels. The successful candidate(s) will contribute to our vibrant studio community and help shape future curricula that advance critical, inclusive, and cross-disciplinary creative practices.

About the School of Art & Design

Located within the College of Fine and Applied Arts, the School of Art & Design is home to a diverse and vibrant community of artists, designers, and scholars. We support interdisciplinary and socially engaged creative practices and offer a range of undergraduate and graduate degree programs. Our Studio Art program emphasizes both technical excellence and conceptual rigor, encouraging students to explore the intersections of art, technology, and culture.

For more about our programs and values, visit art.illinois.edu.

Application Guidance

To ensure clarity in review and evaluation, **applicants must indicate in their cover letter whether they are applying for:**

- The Illustration position,
- The Computer Animation position, or
- Both positions.

Applicants should tailor materials accordingly, highlighting their qualifications for the relevant role(s).

Position 1: Teaching Assistant Professor in Illustration

We seek an accomplished illustrator whose dynamic, versatile practice engages both traditional and digital media. The ideal candidate will demonstrate expertise in several of the following areas:

- Foundational drawing (gesture, perspective, and anatomy)
- Collage and mixed media
- Digital painting and coloring (e.g., Photoshop, Illustrator, Procreate)
- Serialized storytelling and storyboarding
- Visual development for games/media
- Traditional media, including ink, watercolor, and gouache
- Freelance or commission-based illustration practices

The successful candidate will develop curricula for both the Master's program in Game Studies and Design and the undergraduate minor (offered in person and online) through collaborative efforts between the School of Information Sciences and the School of Art & Design. They will also work across disciplines, particularly with colleagues in the College of Fine & Applied Arts and Information Sciences, on initiatives related to visual storytelling and game development.

Position 2: Teaching Assistant Professor in Computer Animation

We seek a digital or computational artist with a robust practice in animation, game development, and narrative media. Ideal candidates will demonstrate expertise in at least two of the following areas, with openness to a broad, interdisciplinary approach:

- 2D and 3D animation workflows
- Digital painting and texturing
- 3D modeling, rendering, and rigging
- Storyboarding and narrative design
- Game engine integration (Unity, Unreal)
- Freelance or commission-based media production

The successful candidate will develop curricula for both the Master's program in Game Studies and Design and the undergraduate minor (offered in person and online) through collaborative efforts between the School of Information Sciences and the School of Art & Design. This includes shaping an inclusive, forward-looking animation curriculum that integrates technical fluency, cultural critique, and

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media experimentation. They will also collaborate across disciplines, particularly with colleagues in the College of Fine & Applied Arts and the School of Information Sciences, on initiatives related to visual storytelling and game development.

Courses May Include

The following are representative courses taught within the Illustration and New Media concentrations. Exact course assignments will be based on expertise and program needs:

- Beginning Illustration
- Composition and Storytelling
- Digital Coloring
- Advanced Illustration
- Observational Drawing
- Visualization Drawing
- Expressive Drawing
- Life Drawing
- Beginning & Intermediate Painting
- Image Practice
- Time Arts I
- The Art of 3D Imaging
- Interaction I
- Graduate Studio (Online, MS in Game Development)

Minimum Qualifications (Both Positions)

- Terminal or advanced degree in a relevant field (e.g., studio art, illustration, animation, game development, computational media)
- Professional experience in relevant creative industry sectors
- Demonstrated experience teaching or mentoring in both academic and/or professional settings
- Technical fluency with industry-standard software and digital workflows
- Engagement with contemporary critical discourse in media, culture, and storytelling

We welcome applicants whose research and creative practices expand or challenge dominant narratives in the fields of illustration and animation. This may include, but is not limited to, work that engages with underrepresented histories, global perspectives, emergent media, or innovative modes of storytelling and image-making. We are particularly interested in candidates whose teaching and

practice demonstrate sensitivity to a wide range of cultural frameworks, lived experiences, and ways of knowing.

Appointment Information

This is a 100% full-time Teaching Assistant Professor position, appointed on a nine-month basis. The expected start date is August 2026. The budgeted salary range for the position is $62,500–$70,000. Final salary offered will be determined by a thorough assessment of available market data, internal salary equity, candidate experience and qualifications, collective bargaining agreements, and budget constraints.

Application Procedures & Deadline Information

Applications must be received by 6:00 pm (Central Time) on November 17, 2025. Apply for this position using the Apply Now button at the top or bottom of this posting. Applications not submitted through https://jobs.illinois.edu will not be considered.

Required materials:

- Cover letter (**indicating Illustration, Computer Animation, or both**)
- Curriculum vitae
- Teaching statement
- Portfolio of creative work (PDF or link to online portfolio)
- Samples of student work (if available)
- Names and contact information for three references

For further information about this specific position, please contact Bobbie Clegg at bjclegg@illinois.edu . For questions regarding the application process, please contact 217-333-2137.

The University of Illinois offers a very competitive benefits portfolio, depending on the position. Click for a complete list of Employee Benefits.

Requisition ID: 1032886
Job Category: Faculty
Apply at: https://jobs.illinois.edu

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EEO/AA Policy

The University of Illinois System is an equal opportunity employer, including but not limited to disability and/or veteran status, and complies with all applicable state and federal employment mandates. Please visit Required Employment Notices and Posters to view our non-discrimination statement and find additional information about required background checks, sexual harassment/misconduct disclosures, and employment eligibility review through E-Verify.

Applicants with disabilities are encouraged to apply and may request a reasonable accommodation under the Americans with Disabilities Act (2008) to complete the application and/or interview process. Accommodations may also be requested on the basis of pregnancy, childbirth, and related conditions, or religion. Requests may be submitted through the reasonable accommodations portal, or by contacting the Accessibility & Accommodations Division of the Office for Access and Equity at 217-333-0885, or by emailing accessibility@illinois.edu.

Contact Information

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

Contact

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