

Assistant Professor, Games and Animation, School of Art,
College of DAAP
University of Cincinnati

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Downloaded On: Dec. 6, 2025 11:56pm

Posted Oct. 22, 2025, set to expire Feb. 21, 2026

Job Title	Assistant Professor, Games and Animation, School of Art, College of DAAP
Department	School of Art
Institution	University of Cincinnati Cincinnati, Ohio
Date Posted	Oct. 22, 2025
Application Deadline	Open until filled
Position Start Date	Available immediately
Job Categories	Assistant Professor
Academic Field(s)	Design - Graphic Design/Illustration Game Design/Animation
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Job Description	

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Founded in 1819, the University of Cincinnati ranks among the nation's best urban public research universities. Home to more than 53,000 students, 12,000 faculty and staff, and over 350,000 living alumni, UC, a Carnegie 1 institution, combines research prowess with a physical setting The New York Times has called "the most ambitious campus design program in the country." UC's momentum has never been stronger as the anchor of the Cincinnati Innovation District, the oldest cooperative education (co-op) program in the country with students earning \$88.8 million annually through paid experiences, an academic health system, and as a member of the Big 12 Conference. The university contributes \$10.6 billion in economic impact to the city and \$22.7 billion to the state of Ohio. At UC, next is all of us. Learn more at uc.edu.

UC is a mission-driven organization where we are committed to student success and positively transforming the community through scholarship and service. We thrive on innovation, making an impact, and fostering an environment where staff and faculty are key contributors to UC's success.

About the School

The College of Design, Architecture, Art, and Planning (DAAP) at the University of Cincinnati invites applications for a tenure-track Assistant Professor position in Games and Animation in the School of Art. The Games and Animation Program seeks applications from candidates with a wide range of expertise and experiences in Academia and/or Industry focused on the fields of Games and Animation.

Located within the multi-national University of Cincinnati, the School of Art hosts top-tier Interdisciplinary BFA and MFA programs as well as a BA in Art History and MA in Art Education. The School of Art is currently ranked among top programs nationwide and offers a variety of academic and cultural opportunities. For more information about the School of Art, please visit:

<https://daap.uc.edu/academics/soa>.

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About the Program

Having officially welcomed its first BFA cohort in Fall 2024, the Games and Animation (GAA) program is jointly housed between the College of Design, Architecture, Art and Planning (DAAP) and the College of Arts & Sciences (A&S) at UC. It combines the strengths of DAAP's School of Art, with its long-standing program commitments to electronic art, new media, and game art, and A&S's School of Communication, Film & Media Studies. The joint program offers a studio-based, collaborative approach to creating games and animation, both digital and analog. Students learn by doing, gain experience through cooperative education, and draw on the interdisciplinary technical and creative toolsets required by these media. This unique program mimics a studio approach in animation and games production studios, using students through different cohorts to produce senior projects. In GAA, there is no artificial separation between theory and practice, between art and industry, between conception and production.

Essential Functions

- Teaching will include undergraduate studio and seminar courses in the area(s) of the applicant's expertise in Animation and Game Design. The candidate will teach introductory, advanced level, and topical courses as well as seminars with topics such as: Professional Practices, Texturing, 2D Animation, 3D Animation, and/or related courses. The typical Games and Animation teaching load is 5 (3-credit) courses per academic year.
- Incorporating industry-related skills, techniques, and programs such as, but not limited to game design, 3-D modeling, animation, rigging, texturing, compositing, asset creation, game engine implementation, and project planning & management in classroom instruction.
- Expanding course offerings and bringing a unique perspective to the Games and Animation Program, and promoting approaches that support interdisciplinary practices in their pedagogy.
- Maintaining an active research program with a sustained agenda of creative and/or scholarly work in Games and Animation, such as but not limited to producing, exhibiting, or publishing work that advances both their discipline (i.e., contributes meaningfully to the field) and their professional development.
- Service duties will include serving on various School, College and/or University committees such as Program Curriculum Committee.

Minimum Requirements

Prior to effective date of the appointment, all of the following are required:

- A Master's degree in Game Design, Animation or a related field.
- Engagement in the exhibition and/or dissemination of their research/creative work as evidenced by a portfolio of 10 research publications, or 20 creative works, or a combination of 20 research

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publications and creative works.

- Two academic years of teaching experience post-qualifying degree in an institution of higher education.

Application Process

Review of applications will begin on December 1, 2025 and the search will remain open until an appointment is made.

The position is intended to commence on August 15, 2026.

To be considered for this position please apply online at <https://bit.ly/4hpomQf> and upload:

- Cover letter (please describe your teaching philosophy).
- CV.
- Portfolio of samples of research and/or creative works as PDF or dedicated URL, per the stated numbers given in Minimum Requirements section above.
- Names and contact information of three professional references.

Compensation and Benefits

UC offers an exceptional benefits package designed to support your well-being, financial security, and work-life balance. ([UC Benefits Link](#)) Highlights include:

Comprehensive Tuition Remission

UC provides tuition remission for you and your eligible dependents, covering tuition costs for nearly all undergraduate and graduate programs offered by the university.

Robust Retirement Plans

As a UC employee, you won't contribute to Social Security (except Medicare). Instead, you'll choose between state pension plans (OPERS, STRS) or an Alternative Retirement Plan (ARP), with UC contributing 14-18% of your salary based on position.

Real Work-Life Balance

UC prioritizes work-life balance with a generous time-off policy, including:

- Vacation and sick time
- 11 paid holidays and additional end-of-year paid time off (Winter Season Days)
- 6 weeks of paid parental leave for new parents

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Additional Benefits Include:

- Competitive salary based on experience
- Comprehensive health coverage (medical, dental, vision, prescription)
- Flexible spending accounts & wellness programs
- Professional development & mentorship opportunities

To learn more about why UC is a great place to work, please visit our careers page at <https://www.uc.edu/careers.html>

UC is an E-Verify employer. If hired into this position, you will be required to provide satisfactory proof of employment eligibility by providing acceptable, original forms of identification for employment verification via the Federal I-9 employment verification process. A list of acceptable documents can be seen here: <https://www.uscis.gov/i-9-central/form-i-9-acceptable-documents>

Important: To apply you must create a profile and submit a complete job application through the UC applicant portal <https://bit.ly/4hpomQf>. We are unable to consider "easy apply" applications submitted via other websites. For questions about the UC recruiting process or to request accommodations with the application, please contact Human Resources at jobs@uc.edu.

FOR ALL FACULTY HIRES OFFICIAL ACADEMIC TRANSCRIPTS WILL BE REQUIRED AT THE TIME OF HIRE

Equal Opportunity Employer. Building a workplace where all qualified applicants will receive consideration for employment, including Individuals with Disabilities and Protected Veterans.

Contact Information

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

Contact