



Lecturer in Games Art

Department:

School of Arts and Creative Technologies
Ref : CRT-117/A

Post:

Full-time (37 hours per week)
(Part-time job share may be considered)

Salary:

Competitive Salary in the range of
£37,467 – £43,434 per annum

*Closing date for applications:

12:00 noon on Monday 3 October 2022

Interviews are expected to take place w/c
10th October 2022

For further details, please visit our website: <https://www.bolton.ac.uk/staff-area/professional-services/about-hr/vacancies> or request this by email: jobs@bolton.ac.uk.

If you would like to apply for the above role, please submit a covering letter (no more than 2 sides of A4) confirming your current salary, right to work in the UK and suitability for the post together with a full CV by email to: jobs@bolton.ac.uk Alternatively, please complete our University application form which can be found on our website.

Please ensure that your application specifies whether you would like to work full-time or are seeking to job share / work on a part-time basis.

Please also provide a clear indication of your specialist areas of expertise and remember to quote the reference number.

Candidates must be eligible to work in the UK, for more information please visit <https://www.gov.uk/check-uk-visa>. No agencies.

The University of Bolton is a “Teaching Intensive, Research Informed” higher education institution whose distinctive high quality, student-focussed, undergraduate and postgraduate programmes attract students from all over the world.

Our staff are at the heart of everything we do: they are highly qualified and experienced in their fields, supporting their teaching practice by carrying out quality research and engaging in continuous professional development. Staff pride themselves on being outstanding professionals that provide excellent learning, teaching and applied research and support in the provision of custom-designed, industry led courses in numerous subject areas.

The University is interested in candidates with significant, demonstrable experience in the following areas; 3D Sculpting, 3D Modelling, Texturing (Substance Painter), Shader Creation, Character Art, Concept Art (Traditional and/or Digital), Asset and Folio Presentation and Employability within the sector. Further, demonstrable experience in the use of Unreal Engine and Unity would serve the candidate's application well.

We would like to hear from you if you can demonstrate a passion for your specialism and commitment to the success of our students whether you are:

- Currently working in industry but looking for a new challenge and interested in transferring your knowledge and skills to academia;
- An early career academic with a willingness to develop and achieve a teaching qualification / HEA accreditation; or
- An established academic interested in joining an ambitious School.

We are committed to teaching excellence and whether you are just embarking upon an academic career or a seasoned academic, we will support you and enable your success. Given that we place a strong emphasis on our links with industry, we would also seek to support you so that you may continue with any external work commitments that complement your professional duties.