



Lecturer in Special Effects for Film & Television

Department:

School of Arts and Creative Technologies
Ref : CRT-046/A

Post:

Full-time

Salary:

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

*Closing date for applications:

12:00 noon on Thursday 7 July 2022

Interviews are expected to take place
week commencing 18 July 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.

An exciting opportunity has arisen in the Centre of Film FX at the University of Bolton for a talented and innovative Lecturer in Special Effects for Film and Television due to the growth and development of the portfolio of programmes within the subject group.

The key duties of the role-holder will be to contribute to the delivery, development, research and administrative support of computing associated programmes across the Academic Group/School, which will include the academic and personal support of students.

Although a first degree/higher qualification in a related subject is essential, the University is particularly interested in candidates with a strong professional/industry background in the field of Special Effects and a willingness to achieve a teaching qualification/HEA accreditation within dedicated timescales.

There are a number of different professional valued skillsets across the field of Special Effects. Candidates ideally would be able to demonstrate high level professional skills and experience of some/a range of the following:

Character, costume and digital practice such as fabrication, patternmaking, sculpting, moulding, running and finishing pieces. Modelmaking, painting and finishing. Animatronics, mechs and/or puppets. Digital processes such as photoshop or Z-Brush. CAD or engineering experience. Experience with 3D printing and prototyping technologies.

A strong knowledge of materials and processes will be important.

Experience delivering academic content would be desirable.

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, which compliment your professional duties.