



Lecturer in Visual Effects & Animation

Department:

School of Arts and Creative Technologies
Ref : CRT-035/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 Monday 29 August 2022

Interviews are expected to take place
week commencing 12 September 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 Visual Effects and Animation 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 development, delivery and administrative support of the Visual Effects and Animation course and associated programmes across the Film FX department. Duties will also include the academic and personal support of students.

Although a first degree/higher qualification in a related subject is desirable, the University is particularly interested in candidates with a strong professional/industry background in the field of Visual Effects and Animation 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 Visual Effects and Animation. Candidates ideally would be able to demonstrate high level professional skills in one or more of the following areas. Please note that only being strong in one of the following areas is perfectly adequate for applying for this position:

- Technical FX - Skills in Houdini, simulation, procedural processes
- Compositing - Skills in Nuke
- Digital Sculpting - Skills in ZBrush, and experience of the full 3D character pipeline

In addition, it is desirable to have a good understanding/awareness of the 3D build pipeline and taking assets through into compositing. Skills in the area of scripting/programming are also attractive.