

## Lecturer / Senior Lecturer in Games Programming

### Department:

School of Arts and Creative Technologies  
Ref : CRT-115/A

### Post:

Full-time

### Salary:

Competitive Salary in the range of  
£37,467 – £51,799 per annum

### \*Closing date for applications:

12:00 noon on Monday 26 September  
2022

Interviews are expected to take place  
within four weeks of closing date.

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](mailto: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](mailto: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.

Due to the ongoing expansion of the Games area, we are looking to recruit a Lecturer / Senior Lecturer in Games Programming.

### Games Programming Requirements.

#### Skills:

- Experience working in Unity and/or Unreal 4.
- Experience with implementing systems relating to artificial intelligence, procedural generation, or networking.
- Excellent C++ and/or C# knowledge.
- Strong mathematics and physics skills.
- Strong object-orientated programming skills.
- Strong debugging and problem-solving skills.
- Good understanding of implementing systems that conform with S.O.L.I.D principles.
- The ability to compartmentalise and discuss complex programming subjects to make them easier to understand.

#### Qualifications:

- Postgraduate degree in Computer Science or related field.