

Candidate Information

Position: Lecturer in Visual Effects for Real-Time 3D
School/Department: Faculty Office AHSS
Reference: 22/109672
Closing Date: Monday 28 March 2022
Salary: £37,467 - £51,799 per annum.
Anticipated Interview Date: Monday 11 April 2022

JOB PURPOSE:

Queens University Belfast are establishing an ambitious new facility and programme to address growing demand for; real-time 3D skills, research and innovation. The MediaLab at QUB is a facility for creatively led, technology driven, media production that mixes inter-disciplinary commercial, research and training capabilities to increase scientific understanding in the arts and guide the arts through emerging scientific innovations. We are seeking to recruit lecturers in Visual Effects and real-time 3D development to join an existing research team working across the Faculties of Arts, Humanities and Social Sciences and Engineering and Physical Sciences. The successful appointees will undertake research in line with the institutional research strategy, to teach at undergraduate and postgraduate level, and to contribute to the MediaLab's administration/outreach activity.

Sitting at the intersection at a number of our core strength including; Performing Arts, Story Telling, Film, Broadcast, Computer Vision and Machine Learning we will explore Real-Time 3D applications technologies and practices for media, entertainment and data visualisation for AEC and Health sectors.

This offers us a unique perspective in creative software development, content creation and media production to deliver potential competitive innovations that will engage international and local ambitions in media, entertainment and data visualisation for industrial sectors.

Our goals for the MediaLab are:

- Externally-facing R&D resource for the creative industries.
- Enhance production workflows through utilizing open source & accessible hardware.
- Address industry challenges through large-scale research programmes.

Current Medialab Themes include:

- Human Centred Content - Understanding experience in digital forms through HCI in commercial, cultural and social contexts.
- Open Media Production - Maximising the accessible tools for capturing, rendering and producing assets.
- Hyper-Automated Creation - Exploiting AI in content production as an enabler for greater creativity.

MAJOR DUTIES:

Teaching:

1. Design, develop, deliver and assess innovative teaching materials across a range of modules, programmes and courses in the subject area at postgraduate level.
2. Collaborate with colleagues, management and industry on the development of existing and new programmes with the view of continuous improvement.
3. Marking/assessing tasks, assignments and examinations and providing timely and constructive feedback to students.
4. Respond to student feedback and take action as appropriate.
5. Develop teaching strategies, materials and assessments which are inclusive and appropriate to the student population.
6. Act as the module leader, taking responsibility for allocated programmes/modules, Canvas content, and coordinate activities, resources and assessments.

7. Act as academic advisor to a group of allocated students, pro-actively engaging with all students ensuring feedback is provided in a timely and appropriate manner.
8. Use listening, interpersonal and pastoral care skills to deal with sensitive issues concerning our diverse student body.
9. Contribute to the enhancement of quality teaching within the subject or Faculty, ensuring that course design and delivery comply with the appropriate benchmarks and regulations.
10. Develop and advise others on learning and teaching tasks and methods.
11. Act as internal examiner for undergraduate and postgraduate students.

Research:

1. Develop and contribute to the research strategies of the MediaLab and maintain a reputation as an expert in own subject area.
2. Develop a track record of published research findings by publishing in refereed journals and presenting at national/international conferences or developing research through practice-based approaches.
3. Develop innovative research proposals and lead funding bids.
4. Direct, coach and develop research staff, where appropriate.
5. Ensure that research projects are completed on time and within budget.
6. Act as referee and contribute to peer assessment of research.

Administration/Contribution to the Community:

1. Contribute significantly to the development and running of the MediaLab by taking on appropriate co-ordinating roles. Such duties may include, for example, Module/Year/Programme Co-ordinator or other recognised official University roles.
2. Act as mentor or appraiser to colleagues, including Teaching Assistants, advising on their personal development and ensuring that they are meeting the standards required.
3. Provide pastoral care for students within own area to ensure, as far as practicable, that relevant issues are dealt with in a timely, sympathetic and effective manner.
4. May sit on major University committees.
5. Contribute to the School's outreach strategy by designing or delivering Community outreach programmes and developing external links.

ESSENTIAL CRITERIA:

1. Hold or be about to obtain a PhD in a relevant subject.
2. Research interests that are sustainable and which complement or enhance existing profile within the MediaLab and across the Faculties of Arts, Humanities and Social Sciences and Engineering and Physical Sciences.
3. Publication record in peer reviewed/referred journals or invited presentations that are REF returnable at international level commensurate with stage of career.
4. Proven ability to plan and deliver a programme of research and develop techniques, sources of funding and/or proven skills in coaching and developing others in best practice techniques.
5. Relevant teaching experience at University level having designed new and innovative modules/pathways or assessment methods commensurate with stage of career.
6. Experience of teaching in Higher Education with either a specific focus on real-time VFX pipelines, VFX technical direction or VFX simulations and an understanding of applying these skills in diverse cultural and industrial contexts
7. Contribution to a wider range of administrative tasks.
8. Contribution to a wider range of community outreach programmes/initiatives in designing and delivering innovative new programmes.
9. Understanding of resource management processes and skills to apply them effectively.
10. Knowledge and/or professional practice in VFX for animation or games.
11. Recognised excellence and reputation in subject specialism.
12. Ability to communicate complex information effectively.
13. Ability to provide effective leadership.
14. Involvement in productive external collaboration.

DESIRABLE CRITERIA:

1. Completed PGCHET (or equivalent) with HEA membership.
2. Experience teaching Visual Effects for Real-Time 3D applications with enough experience to be able to map the use of these skills to equivalent roles in industry.

3. Knowledge/experience of one or more of the following :
- Professional and contemporary practices of VFX in Film, TV, Games or VR/AR.
 - Houdini for asset generation, simulation and data visualisation.
 - Python and Blueprint scripting for content generation and tool development.
 - Maths and physics for animation and visual effects.
 - Integration techniques of VFX and Animation in Real-time 3d pipelines.
 - Open source media production tools and developing technical pipelines.
 - Interdisciplinary working in media or entertainment environments.

ADDITIONAL INFORMATION:

Queens University Belfast are establishing an ambitious new facility and programme to address growing demand for; real-time 3D skills, research and innovation, and are seeking to recruit lecturers in Game programming and real-time 3D development to join an existing research team working across the Faculties of Arts, Humanities and Social Sciences and Engineering and Physical Sciences.

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