Shoreline
COMMUNITY COLLEGE

www.shoreline.edu/hr

UNITY/GAME DEVELOPMENT INSTRUCTOR
(Part-time, Non-Tenurable)

STATUS: **Part-time Faculty Pool**
DEPARTMENT: **Humanities Division**
REPORTS TO: **Dean of Humanities**

Shoreline welcomes faculty with a vision of excellence in instruction and a commitment to employing a variety of formats, settings and styles to lead students to successful academic achievement. Shoreline seeks faculty who can adapt to a variety of teaching situations and who have the ability to work effectively with students, colleagues, staff and others in a campus climate that promotes cultural diversity and multicultural understanding.

The successful candidate will be expected to teach Introduction to Game Development and Game Programming for an introductory level Game Art and Design degree using Unity Pro in a Mac-based classroom environment. The course is the final part of a three-course sequence that also includes courses in Game Design Theory and Game Art. The successful candidate must also teach and assist students in conceiving and designing basic game levels using an established creative process, create/edit 3D/2D art assets, bring them into Unity, add interactivity, and publish completed game levels.

In addition to Unity Pro, teaching assignments may also evolve to include the following areas; Interactive Programming for Visual Artists, 2D/3D interactive Digital Art, Digital Storyboarding, Interactive Digital Simulation, and closely related curricula as they may develop. Program development may also include interdepartmental collaboration between the Visual Arts, Music Technology, and Drama/Film departments, within the Humanities Division, and with external Community partners. A portion of the teaching assignments may be in the evening and/or online programs.

QUALIFICATIONS

REQUIRED EDUCATION & EXPERIENCE:
- Bachelor's degree in related field
- Teaching/Training Experience (animation, multimedia, film/video production)

KNOWLEDGE OF: (at entry)
- Unity Pro game engine, Maya, Photoshop, Illustrator, and Programming in Javascript, C++ or C#
- Course development

SKILL IN: (at entry)
- Contributing to diversity by fostering a climate of multicultural appreciation
- Imparting excitement and enthusiasm into the instruction of Digital Media and converging fields
- Working and interacting effectively with colleagues, staff, students, administrators and others of various cultural and socio-economic backgrounds
- Effective oral/written communication with individuals at all levels inside and outside the College
- Adapting to a variety of teaching situations

PHYSICAL WORK ENVIRONMENT

Work is usually performed in a variety of environments including classrooms and office spaces. Positions typically use instructional aides, equipment and computers.

TERM OF EMPLOYMENT/SALARY

This is a part-time, non-tenured, quarter-to-quarter assignment. Salary is dependent upon the number of contact hours for this assignment as provided in the agreement with the Shoreline Community College Federation of Teachers.

CONDITIONS OF EMPLOYMENT

- A collective bargaining agreement exists and membership in the Shoreline Federation of Teachers or payment of a service fee is required
- In compliance with the Immigration and Nationality Act, proof of authorization to work in the United States will be required at the time of hire
- Other conditions that may apply will be detailed upon offer of employment

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APPLICATION PROCEDURE

To be considered for this position, please submit the following:

- **Shoreline Community College Application**

- **Current Resume**
- **Portfolio links/files of Unity Projects and other Game Art/Design/Development related materials**
- **Unofficial Transcripts** (*documenting all degrees earned and relevant coursework completed)*

- **Federal and State Reporting Form** (*optional but requested)*

Review of applications will begin immediately and continue until a qualified pool is established. Application materials will not be returned. *Mail or deliver application to:*

Office of Human Resources & Employee Relations
Shoreline Community College-Administration Building #1000
16101 Greenwood Avenue N, Shoreline WA 98133-5696; Phone: 206-546-4769

SELECTION PROCEDURE

Completed applications will be forwarded to the Division for review. Applications may be reviewed immediately or at a later date dependent upon department instructional needs. Candidates selected for an interview will be contacted by telephone. Filling of this position is contingent upon available funding as determined by the College President.

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Shoreline is a comprehensive community college offering excellent academic, professional/technical and work force training programs to meet the lifelong learning needs of its global community. Located on 83 acres just 10 miles north of downtown Seattle, Shoreline is situated among native evergreens with a campus full of brilliant colors during spring, summer and fall seasons. The surrounding areas, known nationally for their recreational and cultural opportunities, add to the diversity of academic life for each student and employee at the College.

The College is committed to an environment which reflects our pluralistic society. Shoreline provides equal opportunity in education and employment and does not discriminate on the basis of race, sex, age, color, religion, national origin, marital status, gender, sexual orientation or disability. Persons with disabilities needing assistance in the application process may call the Human Resources office at 206-546-4769 or TTY at 206-546-4520.

Shoreline Community College maintains a smoke-free/drug-free work environment.