JOB DESCRIPTION

Job Title:	Gaming and Immersive Technician
Department / Unit:	Media Arts / Centre for Digital Creativity
Job type	Professional / specialist
Grade:	Grade 7
Accountable to:	StoryFutures Director / Head of Production Facility

Purpose of the Post

To facilitate creative and collaborative video game design and related processes through provision of technical support, data management, operational skills training, and specialist advisory support to the Centre's students, staff and partners.

Key Tasks

Technical and operational management of the Centre's video game design facilities, including resource scheduling, management of physical and digital assets, ensuring effective project communication between partners, and playing a leading role in the planning, acquisition, and provision of specialist resources.

Providing specialist support for the processes that form game design, including coding, motion capture, virtual/augmented/mixed reality, animation, visual effects, digital artwork, sound recording/ sound design, and quality control.

Managing the Centre's specialised LAN infrastructure, in liaison with the Interactive Media Technician, the College IT service, and appointed contractors, including administrative management of specialist media server system in accordance with industry best practice with regard to security of digital media assets.

Liaising with academic staff with regard to resource planning for the Centre's expanding offer of taught programmes, initially BA Video Games Design, MA Immersive Storytelling, MA Animation, and MSc Immersive Technology.

Maintenance of video game workstations and related equipment and systems, in particular workstation performance, software and firmware upgrades, etc. to ensure optimum and consistent service provision across all workstations offered by the Centre.

Organisation and management of portable equipment used for field work, including 360 camera systems, binaural sound recording equipment, smart suits, etc., including maintaining loan records.

Liaising with and providing operational assistance for StoryFutures Academy Technician and other members of the Media Arts Technical Team. This will require operational familiarity with the Audience Research lab, immersive listening, and sound recording equipment and facilities.
Maintaining a high level of cultural awareness of video game products, including popular commercial games and emerging technologies for creation of gaming experiences.
Leading, with StoryFutures Academy Technician, support for on-site needs of creative industries partners, including basic service level support for companies hosted in the Centre of Digital Creativity/StoryFutures.
Build, maintain and update databases of participants involved in StoryFutures Academy projects, including utilising dashboards, as necessary to meet reporting requirements

Other Duties

The duties listed are not exhaustive and may be varied from time to time as dictated by the changing needs of the College. The post holder will be expected to undertake other duties as appropriate and   as requested by his/her manager.

The post holder may be required to work at any of the locations at which the business of Royal Holloway is conducted.

Internal and external relationships

The following list is not exhaustive but the post holder will be required to liaise with:

Director of StoryFutures
Head of Production Facility/ Media Arts Centre support staff
StoryFutures Manager
Centre for Digital Creativity academic staff and research students
StoryFutures partner organisations, both on and off site
Other Media Arts academic and administrative staff
Staff and students in partner academic departments