ROYAL HOLLOWAY UNIVERSITY OF LONDON

PERSON SPECIFICATION

Details on the qualifications, experience, skills, knowledge and abilities that are needed to fulfil this role are set out below.

Job Title: Gaming and Immersive Technician   **Department:** Media Arts (Centre for Digital Creativity)

	Essential	Desirable	Tested by (Application form, Interview, Test)
Knowledge, Education, Qualifications and Training			
First degree in relevant subject or equivalent industry experience	x		Application Form
Higher degree in relevant creative subject		x	Application Form
Extensive experience of video game design in a commercial/industry level environment	x		Application Form / Production Credits
Relevant qualification in-service training		x	Application Form
Skills and/or Abilities			
Thorough understanding of the technology and creative processes involved in commercially viable video game design	x		Interview
Ability to write and edit coding for the purposes of video games design, including instructing and supporting other code writers	x		Application/Interview
Understanding of immersive experiece production technologies - software and/or hardware		x	Application Form
Effective and efficient resource management of creative and technical facilities and digital assets	x		Interview
Ability to communicate creative and technical concepts effectively, including giving instructional classes and tutorials, and advising students, academic staff and business partners across a range of levels from basic to highly specialised.	x		Presentation
Ability to problem solve and remedy systems and equipment performance issues	x		Interview
Ability to make effective and efficient use of computer operating systems and specialist creative applications used in game design, in particular *Unreal*, to the extent of being able to instruct and support other users	x		Interview/ Presentation
Experience			
Proven track record in a relevant commercial/ industrial video game design role	x		Application Form
Relevant organisational / timeline management experience	x		Application / Interview
Experience of supporting creative work in an educational enviroment, ideally at university level.		x	Application Form
Other requirements			
Ability to make fine distinctions in visual displays for the purposes of calibration and quality control.	x		Presentation
Ability to make fine distinctions in audio monitoring for the purposes of calibration and quality control.		x	Presentation
Full and clean UK drivers licence to work across the StoryFutures Academy partnership		x	Application Form