

## PERSON SPECIFICATION

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

**Job Title:** Lecturer in Video Games Development (Teaching Focused)      **Department:** Media Arts

	Essential	Desirable	Tested by (Application form, Interview, Test)
<b>Knowledge, Education, Qualifications and Training</b>			
PhD or equivalent [eg MFA] in a relevant discipline		X	Application form
University teaching qualification		X	Application form
Experience of leading games development within SME or HE	X		Application Form, Interview
<b>Skills and/or Abilities</b>			
Expertise in, and a demonstrable capacity for video game development, gained either in an industrial environment, probably in a smaller indie developer rather than a major industry company, or in tertiary education	X		Application Form, Interview
Professional creative use of at least two, and preferably all of the following coding languages: C#, C++, Unity	X		Application Form, Test
A clear understanding of current gaming trends in social, mobile and cloud platforms	X		Application Form, Interview
A demonstrable knowledge of the current state of VR and other immersive technologies		X	Application Form, Interview
A demonstrable knowledge of 3D modelling applications		X	Application Form, Interview
<b>Experience</b>			
Experience of teaching gaming development in tertiary education or CFE	X		Application Form, Interview
Experience of working in development roles in the gaming industry	X		Application Form, Interview
Adept at learning new technologies and softwares	X		Application Form, Interview
<b>Other requirements</b>			
Track record of cultivating relationships with external agencies within the gaming industry		X	Application Form, Interview
Membership of relevant professional networks and organisations		X	Application form
Good communication and interpersonal skills		X	Application Form, Interview