

PERSON SPECIFICATION

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

Job Title: Professor of Creative Technologies (and StoryFutures Director of Technology,) Professional Practice

Department: StoryFutures; Computer Science (School of Engineering, Physical and Mathematical Sciences); and Media Arts (School of Performing and Digital Arts)

	Essential	Desirable	Tested by Application Form/Interview/Test
Knowledge, Education, Qualifications and Training			
Educated to PhD level or equivalent experience.	X		Application Form
Outstanding academic or industry track record with a demonstrable national or international profile and achievements of creative technology innovation commensurate with Professorial standing.	X		Application Form / Interview
Evidence of having driven a high quality, inclusive, interdisciplinary and collective research performance culture in an industry or HE context	X		Application Form
Ability to navigate commercial and public funding contexts; experience running major research grants or projects with or within creative industries and/or the technology sector.	X		Application Form
Possession of a recognised teaching qualification		X	Application Form
Doctorate in a relevant field or equivalent industry R&D experience.		X	Application Form
Excellent knowledge of software development and research lifecycles and, from early speculative research to product implementation.	X		Interview
Skills and Abilities			
Ability to define technical strategy, design goals, and lead large or linked teams through a technical roadmap, including designing and evaluating best practices for integrating and sharing code across institutions and companies.	X		Application Form / Interview
Skilled in learning-based systems and data pipelines		X	Interview
Strong project management skills; ability to adapt program structures to be fit-for-purpose in new contexts.	X		Interview

Ability to contribute to curriculum design and educational programme development.	X		Application Form / Interview
Ability to co-ordinate and build relationships between Universities and Creative Industries.	X		Interview
Outstanding ability to work pro-actively, including both deputising and delegating	X		Interview
Excellent interpersonal skills and emotional intelligence. Ability to communicate effectively with key colleagues and student communities and to create compelling narratives around institutional strategy and direction.	X		Interview
Experience			
Experience in research leadership, preferably with a cross-institutional and/or interdisciplinary aspect, with a proven commitment to EDI in an institutional or industry setting	X		Application Form / Interview
Industry experience building and leading distributed teams building technologies and products, preferably with integrated or partnered research teams in one or more of the following areas: Machine learning and computer vision; graphics programming, streaming, video codecs; audio DSP, streaming; game engine development; high performance/Realtime network technology; high performance video or audio production engineering; high performance game or CG production tools; VR/AR/immersive technology and experiences; open standards in codecs, networking	X		Application Form / Interview
Experience developing strategy for the creative industries, translating that strategy into deliverable plans, and overseeing successful implementation and monitoring.	X		Application Form
Significant participation/investment in open standards or standards bodies.		X	Application Form
Other requirements			
Evidence of having built strong networks and relationships at a national or international level in relation to research and in partnership with industry.	X		Interview