



Job Description

Position Title: Game Design Educator

Department: School of Interactive Arts Mastery Programs

Reporting to: Director of Mastery Programs, School of Interactive Arts

Employment Type: Full-Time and Part-Time positions available, Tuesdays-Saturdays

ABOUT URBAN ARTS:

[Urban Arts](#) is a non-profit organization that helps students explore their creativity and harness technology to defy the odds and define their future. For over 30 years we've served public school students in NYC and beyond because a quality education shouldn't depend on a child's zip code.

ABOUT THE SCHOOL OF INTERACTIVE ARTS:

[The School of Interactive Arts](#) is a program of UA that teaches high school students the art and science of game development. The program uses game design as an entry point to teach computer science and higher level coding while helping students develop skills in communication, collaboration, project management, and entrepreneurship.

POSITION SUMMARY:

The Game Design Educator is a highly skilled educator who has a passion for helping students explore the nexus of creativity, computer science, and technology in order to pursue post-secondary studies and/or careers. This imaginative and collaborative individual will teach computer science and higher-level coding through game design practices as well as animation, music and storytelling. The Game Design Educator will collaborate with the SIA team to develop exciting curricula, and train public school teachers on how to use that curricula in their own school settings to reach a diverse array of public school students. This person will also participate in the coordination of special events to showcase student work, track and manage student data such as attendance records and evaluative reports, as well as fulfill other duties required by their supervisor. This job requires someone who is comfortable teaching both virtually and in-person as needed, and is available to work a Tuesday-Saturday schedule.

ESSENTIAL DUTIES AND RESPONSIBILITIES:

TEACHING & CURRICULUM DEVELOPMENT - 70%

- Instruct and facilitate SIA Mastery classes for an array of after-school clubs throughout the school year (to be done virtually and in-person).
- Train and coach public school teachers on how to implement SIA curriculum into after-school clubs or in-school classes to be held at their respective schools.
- Work with the SIA team to develop dynamic curricula that helps students learn the art and science of game design.
- Advise and help students make games for student competitions; research new competitions for students to compete in.
- Help students polish their games in preparation for college portfolios and showcase events.

RESEARCH - 10%

- Research, conceive, and develop cutting-edge work in the field of interactive media and arts.
- Maintain an up-to-date knowledge base by learning and using emergent technologies.
- Provide documentation of the development process for at least one major research project per year - game, app, VR experience, etc.
 - Allotment of 100-200+ hours/year for research/development time.
- Meaningfully involve and incorporate SIA students in the research and development process.

PROGRAM OPERATIONS & ADMINISTRATION - 20%

- Work with SIA Director of Mastery Programs to ensure timely completion of deliverables and participate in administrative tasks as necessary.
- Schedule workshops with teachers and ensure they complete training modules on an agreed upon schedule.
- Reliably administer and collect attendance, surveys, assignments, and other SIA paperwork; help input, organize, and maintain relevant student and program information.
- Contribute to program development and evolution through dialogue with other faculty.
- Write letters of recommendation for High School Seniors applying to college and for other program and/or scholarship opportunities.
- Partner with the Development Team to create opportunities for classroom visits and Master Classes by artists and other guests.

Other duties as assigned by the supervisor.

EDUCATION AND EXPERIENCE REQUIREMENTS:

- Bachelor's Degree and/or bootcamp certification in computer science, game development, software development, or related field.
- Experience teaching or mentoring high school-age students. TA experience accepted. Experience teaching an art form is preferred.
- Strong object-oriented programming skills.
- Understanding of the Unity Engine and C# scripting.
- Portfolio of completed interactive artistic projects - games, apps, websites, etc.
- Deep-seated and abiding passion for video games and other forms of interactive art.

WHY WORK AT UA?

- Hybrid work environment (WFH + Office)
- Medical, Dental, Vision Insurance.
- Generous PTO benefits.
- 401k Retirement Plan + Company Match.

To apply please send a cover letter with salary requirements and your availability/preference to work full or part time, as well as your resume to programjobs@urbanarts.org with "Game Design Educator" in the subject line.

UA is an equal opportunity employer. Women, minorities, and/or people with disabilities are encouraged to apply.