



Job Description

Digital Arts and Game Design Educator - Full-time

Position Title: Digital Arts and Game Design Educator - Full-time

Department: Programs

Reporting to: Project Manager, School of Interactive Arts

Employment Type: Full-Time or Part-Time

Pay Range: \$60-65k for the full-time role, commensurate with experience

POSITION SUMMARY:

The Digital Arts and Game Design Educator is an experienced facilitator who wants to help students explore the art and science of game design. The Digital Arts and Game Design Educator teaches and creates curriculum for Urban Arts out-of-school programs while working with students to create highly polished original games for competition submissions and college portfolios. This individual will be able to teach in a variety of learning spaces including in-person, virtual and hybrid. The ideal candidate will have experience in education and youth development, excellent communication and project coordination skills, and most importantly, be willing to learn new things.

ESSENTIAL DUTIES AND RESPONSIBILITIES:

TEACHING + CURRICULUM DEVELOPMENT

- Facilitate curriculum in the field of interactive media and the arts.
- Assist students to create end-of-program digital portfolios showcasing their work.
- Mentor, advise, and work with Urban Arts students on class projects during office hours.
- Collaborate with other Urban Arts Educators to refine the program and curriculum.

RESEARCH

- 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 and pedagogical practices.
- Meaningfully involve and incorporate students in the research and development process.

ADMINISTRATION

- Participate in program recruitment, admissions and retention efforts.
- Reliably administer and collect attendance, surveys, assignments, and other Urban Arts paperwork.
- Help input, organize, and maintain relevant student and program information.
- Manage the collection and document of student work and digital assets.
- Contribute to program development and evolution through participatory dialogue with other faculty.

Other duties as assigned by the supervisor.

EDUCATION AND EXPERIENCE REQUIREMENTS:

- Bachelor's Degree and/or bootcamp certification in computer science, game development, app development, or related field. Graduate degree preferred.
- Strong understanding of Unity Engine usage and C# scripting.
- Portfolio of completed interactive media projects - games, apps, installations, etc.
- Experience teaching or mentoring high school-age students. TA experience accepted.
- Experience in adapting and implementing curriculum.
- Strong communicator; a capable multi-tasker and proven troubleshooter.
- A dedicated team player who is able to take initiative and work independently.
- Ability to receive and process deliveries of materials weighing up to 25 lbs.
- Ability to travel within NYC to schools in outer boroughs.
- Must be able to complete and pass an NYC DOE background check.
- Bilingual in English/Spanish is a plus.

WHY WORK AT UAP?

- Approved days for research projects.
- Medical, Dental, Vision Insurance.
- Generous PTO benefits.
- 401k Retirement Plan + Company Match.

To apply please send a cover letter and your resume to programjobs@urbanarts.org with "Digital Arts and Game Design Educator - Full Time" in the subject line.

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

Must be legally authorized to work in the US.