Job Description

Position Title: SIA Game Design Faculty Member - Mastery School Programs

Department: Programs

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

Employment Type: Full-Time

ABOUT URBAN ARTS PARTNERSHIP:

Urban Arts Partnership 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 UAP 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 SIA Faculty Member for Mastery High School Programs teaches students how to create original video games using the SIA curriculum to be taught through an innovative model that harnesses the power of virtual learning and on-the-ground teacher collaboration. This person 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 faculty member collaborates with the SIA team to develop exciting curricula, and trains public school teachers on how to use that curricula in their own school settings to reach a diverse array of public school students. This job requires someone who is comfortable teaching both virtually and in-person as needed.

**ESSENTIAL DUTIES AND RESPONSIBILITIES:**

**TEACHING - 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%**

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

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 interactive art.

**WHY WORK AT UAP?**

- 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, as well as your resume to jobs@urbanarts.org with “SIA Mastery Faculty” in the subject line.

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