



Digital Arts and Game Design Educator - Part-time Job Description

Position Title: Digital Arts and Game Design Educator

Department: Programs

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

Employment Type: Part-Time, Seasonal

Pay Range: \$24-34/hr

ABOUT URBAN ARTS (“UA”):

Urban Arts is a nonprofit organization whose mission is to provide students from disadvantaged communities with a quality 21st century education that is rooted in the arts and technology. UAP was founded in 1991 on the belief that creativity is essential to human development and lifelong success. Learn more at www.urbanarts.org.

POSITION SUMMARY

Arts and Game Design Educator is an experienced facilitator who wants to help students explore the art and science of game design, build a portfolio of work they can use to apply for college programs and attend events around the city. This imaginative and fun-spirited individual will facilitate our “Gaming Pathways” program after school at UA partner high schools. Students in Gaming Pathways will learn the foundations of game design, create pixel art, 3D models, design character art, try out coding, write stories and explore sound design in a casual, playful context.

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.

This position is part-time (20 hours/week) through the end of June, with the possibility for extension.

ESSENTIAL DUTIES AND RESPONSIBILITIES:

- Teach a 20 session after school program onsite at 2 high schools in NYC
- Facilitate curriculum in the field of interactive media and the arts
- Assist students to create end-of-program digital portfolios showcasing their work

- Complete administrative duties such as attendance collection/entry, documentation of student work, program reports and additional administrative tasks as needed
- Collaborate with Gaming Pathways faculty team to refine the program and curriculum
- Attend all necessary meetings with UAP staff, teachers, and/or school leaders
- Submit reports and learning materials requested by the Supervisor
- Cultivate and strengthen relationships with school administration and school community
- Follow and respect the school culture, protocol, and policies

Other duties as assigned by the supervisor.

REQUIREMENTS:

- Experience teaching or mentoring high school-age students (informal or formal).
- Background in one or more interactive/media arts: graphic design, pixel art, game design, animation, 3D design, sound design, coding or a willingness to upskill in these areas.
- Playful and youth-spirited with a love of games. Familiarity or knowledge of the game industry pipeline is a plus.
- 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 cultivate strong relationships with school communities.
- Bachelor’s Degree and/or Bootcamp certification required.
- Knowledge of PC and Mac hardware, applications, and operating systems (ex google ecosystem)
- 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.

The Digital Arts and Game Design Educator will be expected to work in-person at UA partner schools and have availability during after-school hours (2-6pm)

TO APPLY:

Interested candidates should send a cover letter, resume and salary expectations to programjobs@urbanarts.org with “Digital Arts and Game Design Educator; Part-time” in the subject line.

UA 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.