UNIVERSITY OF CALIFORNIA, SANTA CRUZ
DEPARTMENT OF COMPUTER SCIENCE
Assistant, Associate, or Full Professor
Computer Gaming and Playable Media

The Department of Computer Science at the University of California, Santa Cruz invites applications for a tenure track (Assistant) or tenured (Associate and Full Professor) faculty position. We seek outstanding applicants in the area of games and playable media. Preferred applicants will have research and teaching experience in games and graphics, with a research presence in the graphics community and the games and/or interactive media community, though candidates with specializations in other areas of games and interactive media will be considered. Specializations in areas particularly appropriate to games and interactive media, such as real-time animation and effects, procedural content generation, and novel interface mechanisms are preferred. This position will develop and teach courses within the undergraduate and graduate games and playable media curriculum, including being one of the primary instructors for the introduction to graphics and animation courses. Applicants are expected to develop externally funded research programs at UC Santa Cruz. The campus is especially interested in candidates who can contribute to the diversity and excellence of the academic community through their research, teaching, and service.

The Computer Science Department has a strong group in games and playable media, with six faculty and several research groups including the Expressive Intelligence Studio, Natural Language and Dialog, Computational Cinematography, and Augmented Design. Computer Science has three core graphics faculty specializing in image-based methods and information visualization. Additionally, the Center for Games and Playable Media (CGPM), consisting of faculty from many departments across the university, provides support for developing global strategies for games and playable media work at UC Santa Cruz, connects research at UC Santa Cruz with the games and media industries, organizes a weekly lecture series bringing in speakers from academia and industry, runs an incubator, and provides staff support for core faculty. It is expected that this position will be a core faculty member within the games and playable media cluster within Computer Science, as well as a core member of the Center for Games and Playable Media.

RANK: Assistant, Associate or Full Professor

SALARY: Commensurate with qualifications and experience and subject to availability of funding.

MINIMUM QUALIFICATIONS: For Assistant Professor position: A Ph.D. or equivalent degree in Computer Science or a relevant field preferred by July 1, 2013 (must be conferred by June 30, 2014), demonstrated potential for excellence in research, and a strong commitment to graduate and undergraduate teaching. For Associate or Full Professor position: a Ph.D. or equivalent degree in Computer Science or a relevant field, demonstrated excellence in innovative research, a strong record of publications, proven distinction in university teaching at the graduate and undergraduate levels, and a proven track record of extramural funding, appropriate to the level of appointment.

TO APPLY: Applications are accepted via the UCSC Academic Recruit online system, and must include a curriculum vitae, a statement of research plans, a statement of teaching interests, a list of URL'S for 3 – 5 selected publications, and names and contact information of 3 – 5 people who are willing to write letters of recommendation*, by the initial review deadline of January 4, 2013. Applicants are invited to submit a statement addressing their contributions to diversity through research, teaching and/or service. All documents/materials must be submitted as PDF files.

Apply at https://recruit.ucsc.edu/apply/JPF00016
Refer to Position # JPF00016-13 in all correspondence.

All letters will be treated as confidential per University of California policy and California state law. For any reference letter provided via a third party (i.e., dossier service, career center), direct the author to UCSC's confidentiality statement at http://apo.ucsc.edu/confstm.htm

CLOSING DATE: Review of applications will begin on January 4, 2013. To ensure full consideration, applications should be complete by this date. The position will remain open until filled, but not later than 6/30/2013.