The Department of Computational Media at the University of California, Santa Cruz invites applications for a tenure-track Assistant Professor faculty position. We seek applicants in the area of interactive and real-time graphics in the context of games and/or other computational media forms, with a research presence in the graphics community and the games and/or interactive media community. Specific research areas include procedural animation (including real-time animation and effects and non-photorealistic techniques), sketch-based interaction, smart graphics (including computational aesthetics), and interactive systems that facilitate the creation of physical objects and systems (e.g., via 3D printing) through real-time interaction (including novel interface mechanisms).

The faculty member in this position will be expected to develop a research program, advise graduate students in their research area, obtain external funding, develop and teach courses within the undergraduate and graduate curriculum, and perform university and professional service. The successful candidate must be able to work with students, faculty, and staff from a wide range of social and cultural backgrounds. We are especially interested in candidates who can contribute to the diversity and excellence of the academic community through their research, teaching, and/or service.

The Computational Media Department is dedicated to the creation, enhancement, and study of media forms where computational processes enable deeply interactive and generative experiences. As a pioneering department, we are looking for new faculty who are excited to help us define and grow this emerging area. The department emphasizes the construction of technologies that make possible novel media experiences, while simultaneously embracing and engaging in theoretical and practical approaches from the arts, humanities, and social sciences. The department offers a BS in Computer Game Design, a Professional MS in Games and Playable Media, and an MS and PhD in Computational Media. The Computational Media Department is located within the Baskin School of Engineering of the University of California, Santa Cruz. Our beautiful campus has a long history of embracing groundbreaking interdisciplinary work, and our proximity to Silicon Valley and San Francisco affords extensive consulting opportunities and avenues for collaborative research.

RANK: Assistant Professor

SALARY: Commensurate with qualifications and experience; academic year (9-month) basis

BASIC QUALIFICATIONS: Ph.D. or equivalent foreign degree in Computer Science, Digital Media, Human Computer Interaction, Computer Games, Computational Media or other relevant field, expected to be conferred by June 30, 2017; demonstrated record of research; and, teaching experience (demonstrated by college level teaching experience, TA experience, research presentations and/or professional training seminars).

PREFERRED QUALIFICATIONS: Demonstrated excellence in innovative research; and/or a strong record of publications; and/or demonstrated excellence in university teaching at the graduate and undergraduate levels; and/or a record of extramural funding.

POSITION AVAILABLE: July 1, 2017 with the academic year beginning September 2017. Ph.D. must be conferred by June 30, 2018 for employment beyond this date.

TO APPLY: Applications are accepted via the UCSC Academic Recruit online system and must include a letter of application, curriculum vitae, a statement of research plans, a statement of teaching interests, 3-5 selected publications, and 3-4 confidential letters of reference. Applicants are invited to submit a statement addressing their contributions to diversity through research, teaching, and/or service. Documents/materials must be submitted as PDF files.

Apply at https://recruit.ucsc.edu/apply/JPF00413
Refer to Position #JPF00413-18 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 9, 2017. To ensure full consideration, applications should be complete and letters received by this date. The position will remain open until filled, but not later than June 30, 2017.

The University of California is an Equal Opportunity/Affirmative Action Employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, sexual orientation, gender identity, national origin, disability, age, or protected veteran status. UC Santa Cruz is committed to excellence through diversity and strives to establish a climate that welcomes, celebrates, and promotes respect for the contributions of all students and faculty, especially interested in candidates who can contribute to the diversity and excellence of the academic community through their research, teaching, and/or service.

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The Computer Interaction, Computer Games, Computational Media or other relevant field, expected to be conferred by June 30, 2017; demonstrated record of research; and, teaching experience (demonstrated by college level teaching experience, TA experience, research presentations and/or professional training seminars).

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Under Federal law, the University of California may employ only individuals who are legally able to work in the United States as established by providing documents as specified in the Immigration Reform and Control Act of 1986. Certain UCSC positions funded by federal contracts or sub-contracts require the selected candidate to pass an E-Verify check. More information is available here or from the Academic Personnel Office (APO) at (831) 459-4300.

UCSC is a smoke & tobacco-free campus.

If you need accommodation due to a disability, please contact the Academic Personnel Office at apo@ucsc.edu (831) 459-4300.