University of New Haven
Assistant/Associate Professor or Lecturer of Computer Science with a focus on
game development
Tagliatela College of Engineering

The Department of Electrical & Computer Engineering and Computer Science (ECECS) in the Tagliatela College of Engineering at the University of New Haven invites applications for either a tenure-track Assistant/Associate Professor or a non-tenure-track Lecturer position (depending on qualifications) in Computer Science with a focus in game development. The expected start date is August 2020.

The University of New Haven is in a great location. Situated between Boston and New York, it has a lot to offer. Beautiful shorelines and surrounding cities with outstanding schools in the nation offer great opportunities for young families.

**Required qualifications:**

- For a tenure-track Assistant Professor position: A Ph.D. in Computer Science or related discipline with a strong commitment to and evidence of potential for excellence in research.
- For a tenure-track Associate Professor position: A Ph.D. in Computer Science or related discipline with demonstrated evidence of excellence in curriculum development in game development and design and research.
- For a non-tenure-track Lecturer position: A graduate degree in an area relevant to game development with a minimum of five years of gaming industry experience, preference being given to those with at least one shipped AAA title.
- Experience with various game development software tools (such as Unity, Unreal Engine), 2D-3D animation packages, and familiarity and appreciation of the e-sports industry.
- Experience in common video game programming languages such as C++/C#, Java, Python, and other relevant programming tools.
- A strong commitment to and evidence of potential for excellence in teaching.
- Strong communication and interpersonal skills and commitment to collegiality and teamwork.
- An interest in active learning, experiential learning, and student engagement are desirable.
- Authorization to work in the U.S.

**Responsibilities:**

- Develop a game development and design concentration within the Computer Science program.
- Teach concentration courses and advise students with an interest in game development and design.
- Collaborate with the College of Business’s newly established e-sports program, teaching a gaming hardware and software courses in it.
For tenure-track position: Teach core Computer Science courses. Scholarly publications and grant writing to establish funded research in game development is also expected. Opportunities for research collaboration exist within the college and across the University.

About the University and College: The University of New Haven, founded on the Yale campus in 1920, is a private, coeducational university situated on the coast of southern New England. It is a diverse and vibrant community of more than 6,800 students, with campuses around the country and around the world. Within its five colleges, students immerse themselves in a transformative, career-focused education across the liberal arts and sciences, fine arts, business, engineering, public safety, and public service. We offer more than 100 academic programs, all grounded in a long-standing commitment to collaborative, interdisciplinary, project-based learning. Here, the experience of learning is both personal and pragmatic, guided by a distinguished faculty who care deeply about individual student success. As leaders in their fields, faculty members provide the inspiration and recognition needed for students to fulfill their potential and succeed at whatever they choose to do.

The Tagliatela College of Engineering (TCoE) takes pride in providing students a well-balanced mix of hands-on education with a strong theoretical foundation that allows graduates to function effectively and confidently in the workplace. Our graduates are highly sought after and known by employers to be work-ready. Our curricula in core engineering and applied science disciplines, combined with strong interdisciplinary coursework, internships in the field, co-curricular activities, and research opportunities, enable our graduates to remain a step ahead of the competition in today's crowded job market. The TCoE is the only private engineering college in Connecticut that offers eight nationally accredited engineering and applied science programs (chemical, civil, computer, electrical, mechanical and system engineering, computer science, and chemistry). The buzz is out there beyond Connecticut too as more than half of our incoming First-Year students come from out-of-state. We also serve a significant number of international and multicultural students. The TCoE is ranked in the top third of undergraduate engineering programs nationwide in its category by U.S. News & World Report.

Diversity and Inclusion: The University of New Haven is committed to diversity and inclusion in higher education. The University seeks candidates whose teaching, research and/or service has prepared them to contribute diversity and inclusion in our academic community. Applicants are asked to submit a diversity and inclusion statement explaining how their teaching, scholarship and/or service, contributes to building and supporting diverse and inclusive communities.

Application Process: All information on candidates will be kept confidential. Review of applications will start immediately and continue until the position is filled. Qualified candidates should submit as a SINGLE PDF file: 1) a cover letter describing their academic and/or industrial experiences relevant to the position, 2) a curriculum vitae, 3) a statement of teaching philosophy, 4) a brief statement of research plans, 5) a diversity and inclusion statement, and 6) contact information for at least three professional references. All materials should be submitted online at http://apply.interfolio.com/74302.