

ASSISTANT OR ASSOCIATE PROFESSOR OF GAME ART & DESIGN MAINE COLLEGE OF ART & DESIGN

Maine College of Art & Design (MECA&D) invites applications for an Assistant/Associate Professor of Animation & Game Art with duties commencing on or about August 15, 2022.

Maine College of Art & Design

Located at the center of one of America's fastest growing art and design communities, Maine College of Art & Design brings together makers, educators, and leaders to enrich the evolving culture of the state and region. The College is a cornerstone of Downtown Portland, a diverse and vibrant waterfront city in a state which has served as an inspiration to artists for hundreds of years. MECA&D's history as a longstanding cultural institution in New England speaks to the College's commitment to the value of creativity and the universality of artistic expression. New additions to the College's programs include the Bob Crewe Program in Art and Music, a minor in Sustainable Ecosystems in Art and Design, the nationally known Salt Institute of Documentary Studies, and a BFA in Animation and Game Art, all of which complement MECA&D's long-running Public Engagement program. In the summer of 2020, Maine College of Art & Design completed a key component of its new strategic plan by hiring a Diversity, Equity, and Inclusion Officer. The DEI Officer works in tandem with Indigo Arts Alliance, a local non-profit organization committed to the artistic development of people of African descent, and helps guide the college to fulfill its strategic goal to "Develop a Culture of Social Justice, Racial Equity, and Inclusion."

Maine College of Art & Design is seeking an Assistant/Associate Professor to carry forward these values through its Animation and Game Art Program. Previous faculty and alumni of the program have worked internationally and domestically for numerous prominent clients and companies. The ideal candidate understands the power that comes with designing and building meaningful games and simulations. This visionary educator is someone who can impart fundamental skills in game art and design while also teaching students to think critically about the cultural context of meaningful game play.

The successful candidate will have an opportunity to help shape and expand the program, defining its future for decades to come.

POSITION SUMMARY AND RESPONSIBILITIES

The Assistant/Associate Professor of Game Art & Design must be committed to graduating students with the skill sets and visual literacy required for their future success in a dynamic and competitive field. Candidates will demonstrate excellence and innovation in their teaching, and a genuine interest in actively mentoring students. Like all full-time faculty at MECA&D, they will teach a 3/3 course load. The position's primary focus is in the BFA program. In addition to Animation & Game Art classes, teaching assignments may include Foundation courses, seminars, or graduate courses as experience and opportunity allows. Individualized attention and effective teaching are hallmarks of a MECA&D education; therefore, an engagement in pedagogy with a focus on continually improving the learning environment is required.

It is expected that the candidate will collaborate in the continued development of the Animation and Game Art major. They will provide vision and leadership to steer the Game Design curriculum development. The candidate must have the capacity to foster a positive working environment and will be a holistic thinker, able to contribute software/hardware acquisition and will mentor both students and part-time faculty to the

fulfillment of the College's mission.

QUALIFICATIONS

The successful candidate will demonstrate excellence in teaching; will be a game artist and designer with an established record of creative achievement and professional accomplishment who is deeply engaged with current industry knowledge, standards, and best practices. A terminal degree (MFA) and/or college-level teaching experience is preferred but not required. The successful candidate will have strong interpersonal skills.

Preferred Qualifications Include:

- The ability and/or desire to teach across a wide range of undergraduate Animation & Game Art courses, both in content and learning level, as well as teaching regularly recurring electives within the candidate's expertise.
- Preference for deep knowledge of skill sets in the 3D pipeline; for example: modeling, rigging, animation, texturing and rendering.
- The ability to guide an expansion of the program to include a core focus on game design and development.
- The ability to foster collaboration and to lead students in building playable games and prototypes.
- The ability to effectively motivate students to take risks and embrace a process of improvisation and experimentation in an effort to understand the consequences in meaning that come from technical, formal, and conceptual game design decisions.
- Teaching experience in current and emerging platforms; the literacies and skills required of a contemporary practice in Game Design and development.
- Direct experience in contemporary game development including a wide range of workflows.
- Evidence of curriculum development and college service is desirable.
- Recognition in the field of Game Arts and/or Animation is desirable.

BENEFITS

Compensation ranges from \$50,000 to \$65,000, based on experience and rank. Faculty's full-time engagement with the college typically ranges from mid-August to mid-May. A comprehensive benefits package is offered, including health, dental, and retirement benefits.

APPLICATION PROCEDURE

Candidates who submit their materials by January 17, 2022 are assured full consideration; however, applications will be accepted until the position is filled. Digital applications are required. In one PDF file not to exceed 25MB please include:

- (1) an application letter that describes how the candidate's experience, accomplishments and qualifications intersect with the position;
- (2) a curriculum vitae;
- (3) a teaching philosophy;
- (4) a diversity statement;
- (5) links to reels, finished game projects with relevant documentation;
- (6) if available, 20 examples of student work in a digital format (these can be links to finished projects as

well as images of work);

(7) a list of technical skills; and

(8) the names and contact information for four current references, one of which should be a student or former student.

Attach the PDF to an email and send to employment@meca.edu. Place “Animation and Game Art Search: [Your Name]” in the Subject line. Applications will be kept confidential until such time as candidates visit campus.

DIVERSITY

Maine College of Art & Design recognizes that diversity is integral to the academic experience and strives to foster an inclusive culture defined by respect, equity and social responsibility. Successful candidates will have demonstrated experience in working with diverse populations, and supporting an inclusive and equitable community. Maine College of Art & Design does not discriminate on the basis of gender, gender identity, gender expression, sexual orientation, disability, genetic information, HIV status, race, age, religion, national or ethnic origin, or military/veteran’s status in its educational programs, admissions policies, employment policies, financial aid, or other College administered programs. Candidates from historically underrepresented backgrounds are encouraged to apply.

INSTITUTION

Maine College of Art & Design is an independent college of art and design located in the center of the thriving arts district of Portland, Maine. Established in 1882, the College currently enrolls approximately 500 students, the majority of whom are in the undergraduate program. About 1,000 students take classes through MECA&D’s Continuing Studies Program annually. MECA&D’s Joanne Waxman Library is an important resource of art and design oriented books and periodicals for the region. The Institute of Contemporary Art at MECA&D is a vibrant site for the exhibition of contemporary art.

MECA&D is characterized by its intimate learning community, its interdisciplinary nature and the breadth of its programs. It confers the degrees of Bachelor of Fine Arts in eleven majors, Master of Fine Arts in Studio Art, Master of Arts in Teaching, and the Salt Graduate Certificate in Documentary Studies. Maine College of Art & Design is accredited by the New England Commission of Higher Education (NECHE) and the National Association of Schools of Art and Design (NASAD). The College’s accreditation status with both agencies was renewed in 2016.