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Applications are invited for this post to be effective as soon as possible.

**Lecturer in Games Design and Programming**

**Location: Chesterfield**

**Salary: £18,731 - £34,616 (starting point dependent upon qualifications and experience)**

## **(37 hours per week/52 weeks per year)**

The Directorate of Business, Professional and Service Industries has an exciting opportunity for an enthusiastic professional to join their Digital team.

The successful candidate will have the ability to teach across a range of related courses within the Directorate and act as a personal tutor to an identified number of student groups. The successful candidate must have experience in the following: games and 3D experience with strong knowledge of the Adobe Creative Suite, Maya and the Unreal Engine. The successful candidate should have general computing/ IT knowledge and some programming experience. Demonstrating competent skills in general IT/computing and having the specialism of games knowledge would be the ideal candidate.

Experience in teaching is essential, experience teaching various academic levels is desirable. Although a teaching qualification is not essential willingness to work towards one within the first year of employment is essential.

If you think that you have the qualities, skills and an aspirational attitudes to join the digital team we look forward to hearing from you.

To apply for this role, please visit our website at [www.chesterfield.ac.uk/jobs](http://www.chesterfield.ac.uk/jobs).

Shortlisting for this role may take place as applications are received. We therefore reserve the right to close this vacancy once a suitable candidate has been appointed.

**Closing date: 24th September 2020**

**Interview date: 7th & 9th October 2020**

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*‘Encouraging All Individuals to Develop Their Full Potential Through Education and Training’*