Position Title: 3D Generalist Instructor

Job Summary:
We are looking for a 3D Generalist to teach a variety of Animation courses and subject matter.

Job Requirements:
- 4 year degree
- A portfolio or website demonstrating personal work
- 2+ years of hands-on experience

An advanced level of knowledge is required in the following areas:
- Maya 2014 (2016 is a plus)
- Mudbox
- Zbrush 4R6 (4R7 is a plus)
- Adobe After Effects and/or Nuke
- Adobe Photoshop

Ideal candidates should also have a strong understanding of production workflow in areas such as:
- Modeling hard and organic surface objects
- Digital sculpting
- Texture painting
- Lighting
- Rigging
- Animation
- MEL/Python
- Dynamics
- Rendering and compositing

Responsibilities include, but are not limited to:
- Preparing and implementing 3D Animation based lesson plans that lead to student comprehension of curriculum concepts
- Leading classroom instruction
- Aiding the college in keeping current with design and technology trends
- Updating course materials as needed
- Assessing student progress and maintaining accurate student records
- Communicating frequently with students and colleagues in a professional manner

Job Perks:
- Friendly work environment and excellent benefits including: paid vacation, medical, dental, life insurance and much more.
Serious candidates only please submit a resume and cover letter. Please specify the position you are applying for. No phone calls please. We will reach out only to those candidates we are interested in meeting for an interview. Meeting the basic criteria of the job posting does not guarantee an interview.