



# technical/production/education

## **3D, Animation, Visualization, Science, Engineering**

**3D Animation Instructor/Assistant Professor In Residence**

**University of Connecticut**

**Storrs, Connecticut**

The University of Connecticut, Schools of Fine Arts, Business, and Engineering invites applications for a trans-disciplinary faculty position at the levels of Instructor or Assistant Professor in-Residence with a creative focus on 3D Animation and Production for the Digital Arts, Film and Television to start 8/23/2012, renewable on an annual basis.

We encourage applications from candidates whose expertise also includes Engineering, Architecture, Biosciences and Technology visualizations. Selected candidate will teach introduction to graduate level classes in addition to supporting faculty collaborations through the Digital Media Center on Science, Engineering and UConn Health Center visualizations.

Minimum Qualifications: BFA, BS or BA in Art, Animation or other appropriate fields; demonstrated expertise in: 3D Studio Max, Maya and/or Cinema 4D; familiarity with Adobe After Effects and editing platforms; digital portfolio demonstrating ideation, design, final project implementation; evidence of engagement in institutional and/or professional service. Individuals with a MFA may be considered for the Assistant Professor level. Equivalent foreign degrees are acceptable.

Please visit Husky Hire at [www.jobs.uconn.edu](http://www.jobs.uconn.edu) to submit a cover letter, CV, evidence of teaching experience, and digital reel of professional work. Three letters of recommendation to: Tim Hunter, Chairman 3D Animation Search Committee, Dramatic Arts, 802 Bolton Road, Unit 1127, University of Connecticut, Storrs, CT, 06269-1127.

The University of Connecticut is an EEO/AA employer. (Search # 2012246)

