**JOB DESCRIPTION**

<table>
<thead>
<tr>
<th>Position Title</th>
<th>Adjunct Faculty for Game Design &amp; Development</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reporting Relationship</td>
<td>Reports to Director of Game Design &amp; Development</td>
</tr>
<tr>
<td>Position Type</td>
<td>Exempt or Non-Exempt</td>
</tr>
<tr>
<td>Time Commitment</td>
<td>Part-time</td>
</tr>
<tr>
<td>Work Location</td>
<td>Sunnyvale, California</td>
</tr>
</tbody>
</table>

**Position Summary**

**Job Summary (Purpose or nature of work):**
Cogswell is seeking part-time Adjunct Faculty in the Game Design & Development Program. The program consists of Game Design Art (GDA) & Game Design Engineering (GDE) majors.


Classes are scheduled both at night, during the day, and on weekends. Our schedule conforms to our Academic Calendar which is posted on our website. Cogswell is located in Sunnyvale, California (northern California).

**Game Designers (GDA & GDE):**
- Game Design & level designers with experience for board, mobile, console, social, or/and web based games.

**Game Design Artist (GDA):**
- Experience working with Maya software for animation, modeling, or lighting of content in delivered/shipped games.
- 3-5 years of experience with Maya, UDK, Unity, or other 3d or 2d content creation tools & for games.

**Game Design Engineers (GDE):**
- Knowledge of programming and scripting and creating tools & engines for 3d and 2d games.
- Knowledge of scripting within Maya—python and MEL is preferred.
- Knowledge of scripting within UDK or Unity scripting is preferred.

**Responsibilities**
- Ability to work with and help students. Teaching experience in an academic or professional setting is preferred.
- Demonstrated excellent communication Skills
- Must demonstrate initiative and strong problem-solving skills
- Keeps well organized file structure and applies naming conventions

Revised 2013-6-17
• Bachelor’s degree is only acceptable with extensive game industry experience.
• Other duties as assigned by supervisor

Knowledge & Skill Requirement:

| Experience | • Minimum of 3 years of professional experience working as a professional in the game industry.  
• 2 or more credited game titles. |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Domain-specific knowledge</td>
<td>Please refer to position summary.</td>
</tr>
<tr>
<td>Organizational skills</td>
<td>Excellent organizational skills. Ability to meet deadlines and to juggle multiple, important priorities, and is comfortable in a fast-paced environment</td>
</tr>
<tr>
<td>Communication Skills</td>
<td>Possesses good oral, written and listening skills. Has the ability and willingness to discern and meet the needs of students. Has the ability to establish interpersonal rapport and relate to individuals from a wide range of backgrounds and cultures</td>
</tr>
<tr>
<td>Computer Skills</td>
<td>Strong computer skills including ability to collect and analyze information. Competent a wide variety of tools or techniques needed to create games. Ability to learn new programs.</td>
</tr>
<tr>
<td>Teamwork</td>
<td>Places a higher emphasis on contributions to a work team than on receiving recognition for personal contribution. Ability to work with others in a collegial and productive manner.</td>
</tr>
</tbody>
</table>

Educational Requirements
Bachelor degree is required. Master degree is preferred.

Out-of-the Ordinary Working Conditions
Flexibility with schedule and ability to work evenings and weekends as needed

Americans with Disability Specifications:
Physical Demands: The physical demands described here are representative of those that must be met by an employee to successfully perform the essential functions of this job. Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions.

While performing the duties of this job, the employee is occasionally required to stand; walk; sit; use hands to finger, handle, or feel objects, tools or controls; reach with hands and arms; climb stairs; balance; stoop, kneel, crouch or crawl; talk or hear; taste or smell. The employee must occasionally lift and/or move up to 25 pounds. Specific vision abilities required by the job include close vision, distance vision, color vision, peripheral vision, depth perception, and the ability to adjust focus.

Work Environment: Work environment characteristics described here are representative of those that must be met by an employee to successfully perform the essential functions of this job. Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions. While performing the duties of this job, the employee is not exposed to weather conditions or any other harmful environmental conditions. The noise level in
the work environment is usually moderate.

**EEOC Statement**

It is the policy and practice of the Institute to provide equal employment opportunities for all employees and applicants. Employees and applicants are evaluated on individual merit, qualifications and competence. Programs will be administered without regard to race, color, creed, religion, sex, national origin, ancestry, age, sexual orientation or the presence of any sensory, mental or physical disability, the use of a trained dog guide or service animal, or any other characteristic protected by federal, state or local law. This policy is carried out in all of Cogswell’s practices involving employment, including recruitment, hiring, promotions, transfers, compensation, benefits, training and disciplinary action.

**Special Instructions:**

For consideration, **please fill out required application at the link below.** Include a cover letter and curriculum vitae.

[https://home2.eease.adp.com/recruit/?id=11614902](https://home2.eease.adp.com/recruit/?id=11614902)