NEUMONT UNIVERSITY
POSITION DESCRIPTION

GAME DEVELOPMENT FACULTY FULLTIME

UNIVERSITY SUMMARY
Neumont University (http://www.neumont.edu) is a full-accredited institution (ACICS) offering Bachelor’s Degrees in Computer Science and related fields. We are looking for a dynamic, engaging personality to fill a full-time faculty position teaching and mentoring students in Computer Science. Join a focused group of individuals working in a fast-paced, intense and fun environment with the goal of educating, mentoring, and bettering the lives of our students.

Everything we do at Neumont University is about technology and education. With degrees in software development, video game development, technology management, web design and development, the campus is occupied by students and staff who share a passion for technology, gadgets, and software development. If you share our desire to improve lives through education, we encourage your application.

The Neumont campus is a custom-designed renovation at 143 South Main Street in the heart of Salt Lake City. TRAX provides easy access to our neighborhood where we are surrounded by eating, shopping, and cultural opportunities.

POSITION RESPONSIBILITIES
Faculty at Neumont University are responsible for educating students in accordance with the Neumont teaching methodology which focuses on active learning and engaging the student in the learning environment. Faculty members are also responsible for grading and providing valuable feedback to students in a timely manner, mentoring students in groups or individually, redesigning and evaluating curriculum, developing coursework and materials, and other activities related to effective instruction.

This position would focus on performing the roles outlined above in the following subject areas:
- Computer Science general topics including design, testing, and all aspects of the software development life cycle
- Video game development general topics including art, production, design and all aspects of the video game development life cycle
- Video game development technologies including C++, OpenGL, DirectX, and Flash

REQUIREMENTS
- 5-10+ years’ experience working in software development teams and/or managing teams
- Must have a deep understanding of C++ with either OpenGL or DirectX (both would be ideal)
- Bachelor’s degree in Computer Science, Game Development, or related field is required
- Master’s degree or higher in CS, Game Development, or related field or equivalent industry experience is preferred (industry certifications a plus)
- 2-5+ years’ experience in management and leadership roles preferred
- Excellent verbal and written communication skills including the ability to build successful relationships with peers and students
- Conflict resolution, team building, and team management skills
- Demonstrated time management and detail-orientation

REPORTS TO EVP, Academic Operations

RESPOND with resume and cover letter to jobs@neumont.edu.