

INTRODUCTION TO AUGMENTED REALITY INSTRUCTOR

POSITION AVAILABLE: One or more temporary teaching positions at CSU East Bay University Extension to teach Augmented Reality development using C# in Fall Semester 2021, and Spring Semester 2022.

We seek a part-time faculty member in Augmented Reality Development using C# and the Unity Game Engine. The ideal candidate will share the Gameheads commitment to educating a racially and socioeconomically diverse student population.

This position is a “pool” position meaning that openings may or may not be currently available. Your application for this position will be kept current for a period of two years.

DUTIES AND RESPONSIBILITIES

Instructor, under the supervision of the Gameheads Coordinator, is responsible for developing and teaching courses that range from game programming to game design. The instructor will implement technical solutions to support the creation of high-quality creative content across multiple game and simulation platforms including web, mobile, and AR and VR interactive experiences with current technologies. The instructor will work with and guide individual students and student teams, providing a strong base of technical solutions related to the creation of media and digital imaging including 2D and 3D content creation for use in game engine software.

ABOUT THE GAMEHEADS CERTIFICATION/ACCREDITATION PROGRAM

Gameheads, an Oakland-based tech training program, has partnered with **Unity**, **Oculus from Facebook** and **Niantic, Inc.** to launch a game design certificate program at Cal State East Bay through the university's art department and continuing education department.

The program will help students of color and students with low incomes lower tuition costs, graduate early and provide them with an academic and industry standard education in video game design and extended reality. Students will receive academic extension credit at Cal State East Bay through courses co-taught by professionals and volunteers from the sponsoring organizations.

Launching in Spring 2021, students will receive academic and industry standard tech education through three key courses:

- **Introduction to Unity** (sponsored by Unity): Students will design a complete game in Unity, the world's leading platform for creating and operating interactive, real-time 3D (RT3D) content, and explore the cultural impacts of video games on society.
- **Introduction to Augmented Reality** (sponsored by Niantic): Students will learn how to use Unity's AR Foundation technology to create applications for iOS and Android platforms and explore how different technologies came together to launch the concepts of virtual and augmented reality into the mainstream consciousness.
- **Introduction to Virtual Reality** (sponsored by Oculus from Facebook): Students will learn how to design, develop, and deploy a VR application as well as optimization and testing, user interaction and go-to-market strategy.

ABOUT CALIFORNIA STATE UNIVERSITY, EAST BAY CONTINUING EDUCATION

California State University, East Bay Continuing Education is dedicated to providing professional development training and education to Bay Area professionals and beyond. Offering more than 35 degree and certificate programs in a variety of industries and fields, you can explore areas including Art and Design, Behavioral and Health Sciences, Business and Management, Education, Engineering and Project Management, Hospitality, Legal Studies, Medical and Healthcare, Social Work, Specialized Training, and Test Preparation.

ABOUT GAMEHEADS

Oakland based Gameheads uses video game design, development and DevOps to engage, prepare and train low-income youth and youth of color ages 15 to 25 in the Bay Area and beyond for careers in the tech and video game industries. Through a powerful medium that youth are familiar with and passionate about, our students learn how to code, design, manage projects, work in teams, lead, and create interactive projects that tell stories to enrich us all. In the process, they are also graduating from high school, getting into college to pursue STEAM-related degrees and preparing themselves to enter the tech and video game industries.

About the Duties of the Position

Teach interactive game development using C#, Unity and 3D modeling; Requires one office hour per course per week.

START DATE: August 13th, 2021

RANK AND SALARY:

Lecturer.

Salary: \$10,000 for one semester (15-17 weeks)

DATES OF APPOINTMENT: Intro to Unity/C# begins Summer Semester June 2021; Intro to AR begins Fall Semester August 2021 and Intro to VR begins October 2021.

QUALIFICATIONS: Minimum qualifications include a suitable Master's degree in an area of specialization with some college teaching experience and teaching experience at the university level; prior experience teaching writing is a plus; prior experience with online or hybrid instruction is a plus.

All coursework: candidates may be asked to provide evidence of scholarship, creative work, or teaching via peer-review of teaching student-faculty evaluations; syllabi; course assignments; and samples of student work

Degree Equivalence

The applicant possesses a degree(s) with similar content to those listed for the relevant discipline. The name of the degree is close to that specified on the Disciplines List but the degree either has a different title or area of expertise or the coursework is slightly different.

Academic Background Equivalence

Related to disciplines in which a Master's Degree is not generally expected or available. The applicant must have completed at least 24 semester units of coursework in the academic field and must possess at least the equivalent level of achievement and the equivalent in breadth, depth of understanding, and rigor in each of the following:

- i) a broad cultural education usually met by the general education requirements for any Bachelor's or Associate's Degree, and
- ii) a detailed study of the discipline in breadth, depth, and rigor, usually met by course work required for the degree major.

Professional Achievement Equivalence

The applicant must have completed the General Education requirements for that degree and show evidence of outstanding professional achievement and/or substantial training in the requested field. The applicant must submit substantial evidence, which demonstrates that his/her preparation, teaching experience, work experience, and ability are equivalent to those expected from a person who meets the minimum qualifications.

OPPORTUNITIES FOR INSTRUCTORS: lecturers will have access to industry professionals from Niantic, Inc. and access to Gameheads resources including the program team, a Program Coordinator to assist w/ the class, provide case management services and connect the students to industry professional mentors/tutors and more.

APPLICATION DEADLINE: Positions open until filled. Applications are considered on a continuing basis. Those presently in the pool, whether teaching or not, must submit a new letter of application for the new academic year, and a current vita.

APPLICATION PROCESS

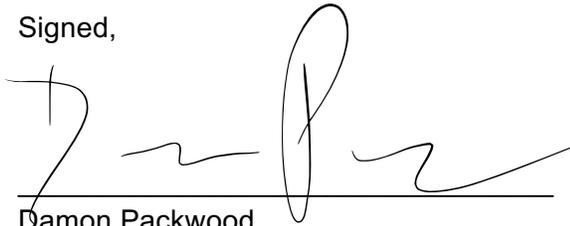
Applicants must submit a letter of application, a complete and current resume to:

careers@gameheadsoakland.org and damon@gameheadsoakland.org

Note: California State University, East Bay hires only individuals lawfully authorized to work in the United States. All offers of employment are contingent upon presentation of documents demonstrating the appointee's identity and eligibility to work in accordance with provisions of the immigration Reform and Control Act. CSUEB is an Equal Opportunity Employer.

Hope you'll consider joining the team!

Signed,

A handwritten signature in black ink, appearing to read 'Damon Packwood', written over a horizontal line.

Damon Packwood

Creator, Executive Director | Gameheads