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Vacancy Notice

**Title:** Full-time professor

**Field of Knowledge:** Digital Animation

**Specialty:** 3D Modeling, 3D Animation.

**Organizational Unit:** School of Arts and Humanities, Department of Information Design

**Primary location:** Universidad de las Américas Puebla at San Andrés Cholula, Puebla. México.

**URL:** [www.udlap.mx](http://www.udlap.mx)

**Type of contract:** Fixed term

**Salary:** Commensurate with qualifications and experience.

**Fringe benefits:** Health insurance, pension and retirement benefits.

**Teaching load:** 6-8 courses per year, depending on research productivity.

### Overview of the functions of the position

The applicant will teach, conduct research or develop artistic projects and advise in his/her area(s) of expertise. Essential responsibilities include:

- To teach between 6 and 8 courses per year, determined by research / creation activity, at the undergraduate and graduate levels and lead instructional activities specified in the approved curriculum and in the faculty bylaws. These activities include lecturing, leading seminars, individual and group tutoring, writing and grading exams, grading papers and reports, and conducting and supervising evaluation activities;
- To coordinate an Academic Area in the Digital Animation program;
- To participate in departmental and school activities, including meetings, committees, course and program evaluation, curriculum development, and grant preparation;
- To provide academic support and advising to students;
- To undertake cutting edge research or creation activities in order to contribute to the intellectual mission of the University;
- To participate in calls for research / creation proposals;
- To publish research or creation achievements.

### Required qualifications

#### Education

- **Advanced university degree:** Ph.D. or MFA from a recognized institution.
- **Area of expertise:** Animation, Digital Animation, 3D Animation, and Modeling.

#### Work Experience

- At least 2 years of relevant production of 3D animation projects at the national and international levels.
- At least 1 year of undergraduate teaching.
- Experience in the design, management, and implementation of artistic or research projects.
- Demonstrated professional experience in the field of expertise.

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Skills/Competencies

- Ability to teach and advise undergraduate students;
- Proven ability to work effectively in a multidisciplinary and international environment;
- Capacity to build and maintain partnerships with internal and external institutions and companies;
- Ability to communicate effectively regarding technical and scientific issues;
- Excellent written and oral communication skills.

Languages

- English and Spanish, or English willing to develop Spanish skills.

Technical skills

- Full competency in 3D animation software such as Maya, Unreal Engine, Zbrush, UNITY.
- Adobe Suite, desirable.

**Applications must be sent by email no later than:** April 30, 2021

**The University will contact you as soon as the process concludes**

**Position to start:** August 2021

**Application instructions:**

Send cover letter, curriculum vitae (CV) and a link with recent work samples to the Academic Director of the Department of Information Design: [alejandro.brizuela@udlap.mx](mailto:alejandro.brizuela@udlap.mx)