Job posting

Position: Instructor, Interactive Storytelling for Creative Technology (featuring Unity content)

# Of Hires Needed: 1

Instructional hours: 36 (6 hours for 6 weeks)

Format: Online Hybrid (Synchronous via Zoom and asynchronous through Brightspace)

Date: Development, February – April, 2022; Delivery, May-June, 2022 (with possibility of additional offerings)

Pay Rate: $6250 plus 4% vacation pay, plus one-time stipend of $3,000 plus 4% vacation pay for development

Continuing education has been an integral part of the University of Victoria since its inception in 1963. Today, the Division of Continuing Studies (DCS) provides adult and continuing education programming in co-operation with UVic faculties and community partners. We offer a comprehensive portfolio of programs in a range of academic disciplines, using diploma, certificate, degree, and other programming models to serve adult, part-time, international, and geographically dispersed students.

Position summary:

The Division of Continuing Studies is interested in developing long-term relationships with superior instructors who have high professional standards, excellent communication skills, enthusiasm, and a commitment to creating learning experiences immersed in adult education principles.

We are seeking a professional who desires the opportunity to share their knowledge and experience in the field of Interactive Storytelling in Extended Reality. Our learners are seeking the knowledge and skills to expand their career options to enhance their current knowledge, skills, and abilities. We are especially interested in candidates who can demonstrate the development of creating interactive applications, focusing on Unity XR.

Qualifications:

- Minimum 3 years experience with demonstrated subject matter experience and expertise in the field of Extended Reality;
- Demonstrated proficiency in 3D or Virtual and/or Augmented Reality Production with a focus on interactive storytelling using Unity Engines. Experience with projection mapping and/or Motion Capture Production preferred. Please provide examples of your work;
- Advanced experience with Unity, including Unity certification and familiarity with Unity certification curriculum;
- Undergraduate degree in a related field; Masters’ degree or further training in interactive media, animation, games, digital arts, or related field; or equivalent industry experience is preferred;
- Industry experience with the ability to illustrate your teaching with real life examples;
- Previous teaching experience (designing content for a course, training or presentation) is preferred;
- Instructional experience with adult or non-traditional learners is considered an asset;
- Excellent interpersonal, communication, and facilitation skills.

Description:
British Columbia’s creative technology sector—including visual effects (VFX), animation, video games, and extended reality (XR)—is rapidly becoming a significant source of high-quality, in-demand employment for the province. The Interactive Storytelling for Creative Technology (ISCT) micro-credential program aims to quickly equip learners with in-demand skills and competencies to support employment in creative the creative technology industry by introducing real-time interactive 3D essentials and fundamentals for building virtual experiences through the Unity platform and prepare graduates for Unity certification to enhance their career trajectories.

This program will introduce and explain the technologies that make interactive projects possible and walk learners through creating 3D apps, platforms, and projects, focusing on Unity.

ISCT is an industry-relevant micro-credential delivered over six weeks. This part-time program combines a blend of Bootcamp-style online synchronous (real-time) teaching, combined with asynchronous learning activities, assignments and resources. The ISCT micro-credential program will quickly provide learners with in-demand skills and competencies to support augmented and virtual realities in British Columbia’s rapidly growing creative technology industry.

Learning objectives:
Upon completion of this course, learners will:

- Identify the capabilities and practical applications of interactive 3D in the Unity platform
- Create scripts in multiple development environments
- Understand the interactive storytelling process
- Create real-time 3D ideas in Unity
- Apply the foundations of 3D-based interactive applications and the fundamentals for designing for different interactive and extended reality platforms
- Analyze the technical viability of 3D projects
- Import, manipulate and save objects in 3D projects
- Understand the fundamentals of C# for XR programming to add more complicated interactions in projects, such as input handling, collision detection, and conditional statements

How to apply:
Please submit a cover letter and current resume (in pdf format) to:
Ash Moosavi, Program Coordinator, Division of Continuing Studies University of Victoria
bidacoord@uvic.ca

Equity statement:
The University of Victoria is an equity employer and encourages applications from women, persons with disabilities, members of visible minorities, Aboriginal Peoples, people of all sexual orientations and genders, and others who may contribute to the further diversification of the University. All qualified candidates are encouraged to apply; however, in accordance with Canadian Immigration requirements, Canadians and permanent residents will be given priority.