

Job Title: Part-time Game Audio Lecturer
Location: Futureworks, Manchester
Hours: 7pm-10pm Tuesdays & Thursdays
Contract Length: Sep 12 to June 13
Reporting to: Head of Audio
Hourly Rate: £NEG
Start Date: September 2012

Company Info

Futureworks Media School provides education and training in sound, music, film, TV, games, design & 3D modelling. At our purpose-built school in Manchester, UK, our students benefit from extensive practical experience in cutting-edge studios, learn from experienced professionals, and get direct support from industry employers. Courses range from 2 days to 3 years, and include undergraduate degrees, post-graduate courses and professional training for individuals and organisations.

The Role

To deliver lectures in game audio for students on Futureworks' new "Game Audio for Audio Engineers" course starting September 2012. All candidates must have a commercial background in games audio. A teaching qualification or prior teaching experience is required.

Key Duties and Responsibilities

- Preparation and delivery of lessons
- Creation and marking of assessments and projects
- Development of lesson content and relevant media
- Creation of lesson plans and schemes of work

Skills / Experience Required

- Minimum of two years of commercial games development experience
- Experience of delivering game audio lectures (or a closely related subject)
- Excellent verbal and written communication skills
- High level of attention to detail
- Solid understanding of game design and sound design in practice
- Proficiency in tools and environments such as Pro Tools, UDK, FMod.

Desirable Skills / Experience

- A recognized teaching qualification (e.g. PGCE)

Applications should be in the form of a CV and covering letter and addressed to Ben Norris quoting reference GAUD0112. Applications should be sent via email to: work@futureworks.co.uk.