Join the Faculty at Columbia College Chicago

Our diverse faculty are academics and practitioners—industry leaders who live what they teach and inspire students to Shape What’s Next.

Columbia’s art-splashed urban campus is located in the heart of Chicago, a vibrant city that can be your classroom, your canvas, and your home. At Columbia, we value your expertise in theory and practice. Work alongside award-winning scholars, artists and entrepreneurs and empower students to turn their ideas into creative practice.

We are currently looking for full-time tenured/tenure-track and visiting faculty in the following disciplines:

- American Sign Language
- Business and Entrepreneurship
- Cinema and Television Arts
- Communication
- Design
- Fashion Studies
- Interactive Arts and Media
- Music
- Photography
- Theatre

#1
College for Aspiring Comedians 2019
—College Magazine

#1
Film School in the Midwest based on Hollywood Reporter Rankings and Best Film Schools 2018
—Variety

#6
College for Video Game Design 2018
—College Magazine

#18
Animation School in the U.S. 2017
—Animation Career Review

One of only 13 accredited four-year colleges to offer a degree in ASL.

JOIN US colum.edu/facultycareers
Full-Time Faculty  
Interactive Arts and Media Department  
Game Art / CVFX

*Columbia College Chicago actively promotes diversity, equity, and inclusion as vitally important to its present and future success. These principles are essential to the educational experiences of our students, staff, and faculty.*

The Interactive Arts and Media Department of Columbia College Chicago seeks applicants for a full-time tenure-track or tenured faculty position in Game Art with a focus on Post Visual Effects beginning August 2020. Successful candidates will demonstrate technical and critical expertise in their field, matched by a vibrant, complementary practice that directly contributes to the School of Media Arts. The department serves as a research and development hub for the School, connecting emerging media forms to other areas of scholarly inquiry and practice, including film, television, audio arts and journalism. We are interested in candidates who can further the cross-industrial application of new technologies, and develop new applied practices that connect the liberal and creative arts, media, design, technology, programming and information science. We are seeking candidates whose work explores, expands and innovates on current artistic paradigms and results in new works.

Ideal candidates will have teaching and creative development experience in several of the following areas: game art production, modelling, animation, game physics and engine-based mechanics, post visual effects generation, post-production strategies, and team management. We are looking for someone with a proven record of collaborative development and prototyping, and with deep knowledge of digital tools, techniques and workflows, who has successfully led projects with community or industry partners and mentored diverse student design teams.

The candidate must exhibit excellent teaching and scholarly credentials and be passionate about undergraduate and graduate education. Intellectual curiosity, an ability to communicate and work well in teams, and an understanding of team production methodologies is essential. Of particular interest are those with proven leadership skills and experience in curriculum development.

The Interactive Arts and Media Department is one of four departments in the School of Media Arts, which includes Audio Arts and Acoustics, Cinema and Television Arts, and Communication. As a metropolitan campus with deep connections to Chicago’s diverse media and information landscape, faculty and students in the School of Media Arts are part of a connected city-wide learning laboratory that prepares them to be empowered voices, deeply skilled artists and cultural producers, and leaders in the future of our collective media industries.

**Duties & Responsibilities**
- Teach at the undergraduate and, as appropriate, at the graduate level in areas assigned by the Department Chair.
- Engage with the broader scholarly and professional communities.
- Supervise and advise and mentor students.
• Contribute to the development, planning and implementation of a high-quality, inclusive curriculum consistent with the Columbia College Chicago commitment to equity and social justice.

• Commit to continuing professional development.

• Provide service to the college, profession and community.

• Actively follow and promote Columbia College Chicago policies.

We seek individuals with a demonstrated ability to work with students from a wide range of social and cultural backgrounds, and whose creative, scholarly and/or professional work aligns with our commitment to dismantling systems of privilege and oppression. All faculty members are expected to advance the College’s DEI mission. For more information on the office of Academic Diversity, Equity, and Inclusion please visit: colum.edu/diversity.

Qualifications
MFA, Doctorate, or other terminal degree in a related field associated to game art, visual effects or other relevant fields. Candidates with an MS will also be considered.

Desired Qualifications
• Professional experience and college teaching experience are highly desirable where applicable.

• Experience with and evidence of commitment to the development of inclusive curriculum consistent with the Columbia College Chicago commitment to equity and social justice.

Application
To apply for this position, submit the following materials online:
• A letter outlining the applicant’s background, qualifications, and vision for the position.

• A curriculum vitae.

• Contact information for three references. References will not be contacted without prior consultation with the applicant.

Review of applications will begin immediately and continue until the position is filled.
For best consideration, apply by December 8, 2019.

This job description is not designed to cover or contain a comprehensive listing of activities, duties, or responsibilities required of the employee and is subject to change based on the needs of the department and/or college.

About the College
Columbia College Chicago is a private not-for-profit college for creatives serving nearly 7,000 undergraduate and graduate students. Columbia College is accredited by The Higher Learning Commission. Located in downtown Chicago’s South Loop, the College is centered in one of the world’s most lively urban cultural areas. Its many competitive advantages include its strong reputation in the creative industries, outstanding faculty and passionate students, impressive technological and physical resources, and a sincere commitment to bringing diverse voices and experiences into proximity with each other to shape new forms of creative practice.
At Columbia, we offer a rewarding work environment for our faculty and staff. We take pride in offering competitive benefits with affordable health, dental and vision coverage; flexible spending accounts; commuter benefit program, life and accidental, death & dismemberment coverage; paid and unpaid leave options; work/life benefits; educational assistance programs; and retirement and financial planning benefits.

We invite you to join our talented faculty and staff and become part of our collective aspiration to ensure Columbia prepares students for success in their creative fields through innovation, engagement and real-world experiences.

Additional Information
Position subject to a background screening.
This is a non-union position.
This position is overtime exempt.

Columbia College Chicago is an equal opportunity employer and complies with all local, state, and federal laws and regulations concerning civil rights. The college does not discriminate on the basis of race, color, religion, sex, sexual orientation, gender identity, national or ethnic origin, age, disability, protected veteran status, genetic information, or other protected classes under the law.

[Apply at this link]