



UNIVERSITY
OF
LOUISIANA
Lafayette

Staff Vacancy

POSITION: Computer Graphics Artist/Animator
Office of Vice President for Research, Innovation and Economic Development

EEO#RD 33-16

The Office of the Vice President for Research, Innovation, and Economic Development (OVPRIED) oversees University functions related to sponsored research, research integrity, technology development and other associated activities. These include encouraging and supporting sponsored research, cultivating responsible conduct of research, technology transfer and other economic development activities, the operation of the University Research Park and many of the research centers on campus. In addition, this office is responsible for building strong, supportive alliances with local, regional, state, and national business, governmental, and industrial leaders that will endow funding, equipment, services and other resources to the University. The office also establishes and coordinates special initiatives supported by the Vice President for Research, Innovation, and Economic Development (VPRIED) to expand research opportunities at the University.

Responsibilities: This position, operating under the Vice President for Research, Innovation and Economic Development, works in collaboration with software architects/programmers on a team to develop and iterate on engine systems and tool pipelines for serious game development in visualization domains. This position assists in proactively identifying project opportunities with both academic and private partners; implement industry applications from the initial art asset creation to deployment phase; and actively seeks new tools and technologies and implement them in the product development lifecycle. A Computer Graphics Artist is a general artist responsible for creating artwork that is used for real-time interactive experiences and/or prerendered sequences. The work is usually in the area of 3D Modeling and Animation and other forms of digital media.

Specific Duties:

- Perform client needs-assessments, develop statement of work for projects and determines the architectural blueprint necessary for software development.
- Create high quality content on demand covering a wide range of topics, from initial concept to final implementation according to the project's needs and production deadlines.
- Model, Texture, and/or animate objects and characters used for real-time and/or prerendered sequences.
- Designs and implements databases to manage regulatory committee approval, training and inspection data
- Work with other team members to understand the scope of the design, constraints, and deadlines.
- Help to define the overall look and art style of a project.
- Constructively participate in regular team meetings, encouraging others to do better work within the team.
- Stay up to date on best practices in the game development/digital media industries, working to integrate improvements of work methods into project pipelines and share knowledge with colleagues.
- Work in a creative production environment and as Experience as 3D Artist in the game development industry is a plus.
- Carry out all other assigned tasks.

Qualifications: Bachelor's degree in Computer Graphics, Animation, or a closely related field, with a demonstrated track record in gaming and visualization system development including the knowledge of animation/video game productions pipelines. The candidate must have strong hands-on experience in art programs (Autodesk® Maya® and/or 3ds Max®), Adobe software (Photoshop, After Effects, Illustrator, InDesign, etc), game engines (Unity3D, Unreal Engine 4), proficiency in 3D modeling, texturing, animation, lighting and rendering and knowledge of creating clean, low-resolution game topology, UV layouts, and textures. Five (5) years of work experience in developing computer graphics and/or animations in real world setting may substitute for the required bachelor's degree; and, seven (7) years of work experience will be considered equivalent to a Master's degree

ENVIRONMENT: The mission of the University of Louisiana at Lafayette is to offer exceptional education informed by diverse world views striving to develop innovative leaders who advance knowledge. The Southern Association of Colleges and Schools Commission on Colleges accredits the University, which offers undergraduate and graduate degrees in the arts, sciences, and professional programs. The University is a public research university with high research activity, an enrollment of over 18,000 students and 800 faculty members. UL Lafayette is the largest of nine universities in the University of Louisiana System. The University offers degree programs in 55 undergraduate disciplines, 15 post-bachelor certificates, seven graduate certificates, the master's degree in 28 disciplines and the doctorate in 10 disciplines. Additional information about the University is available on the University's webpage at <http://louisiana.edu/>

SALARY: Commensurate with qualifications and experience.

APPLICATIONS: The search committee will review applications starting immediately and continue until the position is filled. Candidates should send a letter of intent, curriculum vitae, and contact information of at least four references. Applications should be sent to:

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University of Louisiana at Lafayette
monique@louisiana.edu

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