

# **CANDIDATE BRIEF**

# Lecturer or Associate Professor in Computer Graphics, Faculty of Engineering



Salary: Grade 8 (£39,992 - £47,722 p.a.) or Grade 9 (£49,149 - £56,950 p.a.)

**Reference: ENGCP1055** 

# Lecturer or Associate Professor in Computer Graphics, School of Computing

Are you an academic with proven abilities to carry out teaching and research in 3D computer graphics, in modelling, real-time rendering and/or GPGPU programming? Do you have an excellent research record and proven success obtaining funding? Are you passionate about delivering an exceptional student experience in a research-intensive Russell Group University?

This September, the <u>School of Computing</u> launched an ambitious programme in High Performance Graphics and Games Engineering that will deliver world-class graduates, and strengthen the School's internationally leading research base in the field.

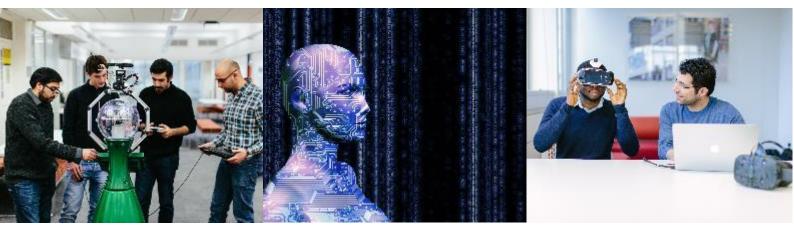
As part of this initiative we are seeking an outstanding candidate with a track record of excellence in graphics research with specific emphasis on modelling, real-time rendering and/or GPGPU programming. You will have the experience and capability to deliver outstanding teaching in these areas, with the vision and drive to tackle new challenges. Your research will align with the school's research theme in computational science and engineering, and you will work closely with other staff in the theme.

For appointment at Associate Professor Level, you must also be able to demonstrate international standing in your field, a track record of successful and substantive grant applications, the capacity to deliver an outstanding student experience and an ability to undertake successful academic leadership.

# What does the role entail?

As a Lecturer, your main duties will include:

- Being actively involved in research, innovation and impact at a national and international level as well as contributing to local School/Faculty activity;
- Maintaining a record of high quality publications of national and international standing;
- Attracting research funding individually and collaboratively to underpin high quality research activity and research programmes/projects;
- Promoting the integration of your own research area with other research interests within and, as appropriate, outside the School and Faculty;



- Providing research supervision and helping to attract postgraduate research students to the University;
- Undertaking research-led teaching at different levels, including assessment and examinations, and contributing towards module design, review and quality assurance mechanisms;
- Providing support and guidance to students, providing timely feedback, acting as a personal tutor, resolving issues and/or referring to specialist parties, where appropriate;
- Contributing effectively to the administrative processes and committee structures of the School/Faculty including taking on leadership roles and managing initiatives which facilitate School, Faculty or University performance or business.

As an Associate Professor, your main duties will additionally include:

- Pursuing, leading and developing the strategic direction of research, innovation and impact at an appropriately benchmarked level;
- Being recognised as an authority in your field, developing and maintaining an external profile as appropriate to the discipline;
- Playing a significant role in the design, development, planning and review of modules and programmes within the subject area as required;
- Managing or leading major initiatives or areas of work (as either sustained or one-off projects).

These duties provide a framework for the role and should not be regarded as a definitive list. Other reasonable duties may be required consistent with the grade of the post.

# What will you bring to the role?

As a Lecturer you will have:

- An undergraduate degree in Computer Science or a demonstrably equivalent subject;
- A PhD in a relevant field or equivalent professional experience, plus research expertise and an interdisciplinary vision in an area relevant to 3D Modelling in Computer Science including but not limited to modelling, real-time rendering and /or GPGPU programming;



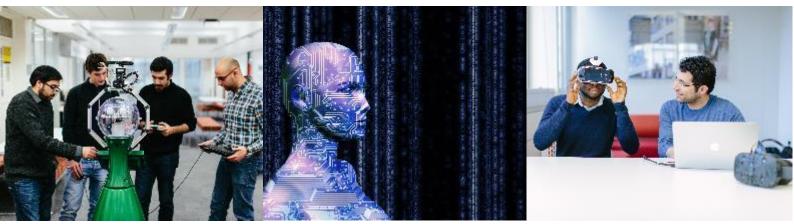
- A track record of research outputs in refereed publications of internationally excellent quality, commensurate with experience;
- A successful record of obtaining external research funding, commensurate with experience, with the potential for obtaining further funding in the future;
- Ability to contribute to and develop interdisciplinary collaborative research projects in a broad range of areas;
- A proven record of teaching in a University environment, with an enthusiastic approach to teaching computing and specifically computer graphics and the ability to interact with students in ways that will enhance the student experience;
- Experience of proactively developing new teaching approaches and materials in the area of Computer Science;
- Exceptional communication skills with the ability to collaborate with peers and inspire your research colleagues;
- Ability to contribute to management and administrative processes and structures, including managing resources and/or staff.

In addition, as an Associate Professor you will have:

- An international reputation, including a sustained track record of raising research funds from national and international funding agencies;
- Significant experience of teaching effectively at all levels within higher education, including module and programme design, review and development;
- Outstanding communication, team working, networking and profile-raising skills to operate effectively within the role; including experience of collaboration on cross-disciplinary projects;
- Proven ability to provide academic leadership, including managing resources and/or staff.

At both grades, you may also have:

- The ability to build partnerships with industrial, professional and public sector organisations on interdisciplinary collaboration, knowledge exchange and funding;
- Experience of successful postgraduate student supervision;
- Experience of effective programme/academic leadership.



## How to apply

You can apply for this role online; more guidance can be found on our <u>How to Apply</u> information page. Applications should be submitted by **23.59** (UK time) on the advertised closing date.

## **Contact information**

To explore the post further or for any queries you may have, please contact:

Andy Bulpitt, Head of School, School of Computing Tel: +44 (0)113 343 36816 Email: <u>scs\_hos@leeds.ac.uk</u>

## **Additional information**

### **Faculty and School Information**

Further information is available on the research and teaching activities of the <u>Faculty</u> of <u>Engineering</u> and the <u>School of Computing</u>.

### A diverse workforce

The Faculty of Engineering is proud to have been awarded the <u>Athena Swan Silver</u> <u>Award</u> from the Equality Challenge Unit, the national body that promotes equality in the higher education sector. Our <u>equality and inclusion webpage</u> provides more information.

### Working at Leeds

Find out more about the benefits of working at the University and what it's like to live and work in the Leeds area on our <u>Working at Leeds</u> information page.

#### **Candidates with disabilities**

Information for candidates with disabilities, impairments or health conditions, including requesting alternative formats, can be found on our <u>Accessibility</u> information page or by getting in touch with us at <u>disclosure@leeds.ac.uk</u>.



# **Criminal record information**

## **Rehabilitation of Offenders Act 1974**

A criminal record check is not required for this position. However, all applicants will be required to declare if they have any 'unspent' criminal offences, including those pending.

Any offer of appointment will be in accordance with our Criminal Records policy. You can find out more about required checks and declarations in our <u>Criminal Records</u> information page.

