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**Faculty of Creative and Cultural Industries**

**School of Creative Technologies**

**Senior Lecturer in Compositing and Visual Effects**

**ZZ602519**

**THE POST**

Please see the attached job description and person specification.

**TERMS OF APPOINTMENT**

Full-time

Permanent

Salary is in the range £39,609 to £48,677 per annum and progress to the top of the scale is by annual increments payable on 1 September each year. Salary is paid into a bank or building society monthly in arrears.

Annual leave entitlement is 35 working days in a full leave year. The leave year commences on 1 October and staff starting and leaving during that period accrue leave on a pro-rata basis. In addition, the University is normally closed from Christmas Eve until New Year’s Day inclusive and on bank holidays.

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There is a probationary period of one year during which new staff will be expected to demonstrate their suitability for the post.

You will be expected to have commenced and be working towards the relevant Descriptor level of the UK Professional Standards Framework for teaching and supporting learning in higher education during your probationary year. If you are the successful candidate, the Department of Curriculum and Quality Enhancement will be in touch once you start work with further details about this development programme.

It is a condition of the appointment for the proper performance of the duties of the post that the appointee will take up residence at a location such that they are able to fulfil the full range of their contractual duties. This residential requirement will be expected to be fulfilled within twelve months of taking up the appointment. The University has a scheme of financial assistance towards the cost of relocation, details of which can be found on the University website:

<http://www.port.ac.uk/departments/services/humanresources/recruitmentandselection/informationforapplicants/removalandseparationguidelines>

The appointee will be eligible to join the Teachers' Pension Scheme. The scheme's provisions include a final salary based index-linked pension and a lump sum on retirement together with dependants’ benefits.

There is a comprehensive sickness and maternity benefits scheme.

**All interview applicants will be required to bring their passport or full birth certificate and any other 'Right to Work' information to interview where it will be copied and verified.**The successful applicant will not be able to start work until their right to work documentation has been verified.

Please note if you are the successful candidate once the verbal offer of employment has been made and accepted, references will be immediately requested. It is the University’s policy that all employment covering the past three years is referenced. A minimum of two references is required to cover this three-year period of employment or study (where there has been no employment). One of your referees must be your current or most recent employer.

The successful candidate will need to bring documentary evidence of their qualifications to Human Resources on taking up their appointment.

To comply with UKVI legislation, non-EEA candidates are only eligible to apply for this post if it has been advertised for a total of 28 days.

If the position has a requirement for Disclosure and Barring Service check (DBS), this will be stated in the advert. The DBS Application Form will be provided once the selection process has been completed.

All applications must be submitted by Midnight (GMT) on the closing date published.



**UNIVERSITY OF PORTSMOUTH – RECRUITMENT PAPERWORK**

1. **JOB DESCRIPTION**

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| **Job Title:** | Senior Lecturer in Compositing and Visual Effects |
| **Grade:** | 8 |
| **Faculty/Centre:** | Creative and Cultural Industries |
| **Department/Service:****Location:** | Creative TechnologiesEldon Building |
| **Position Reference No:** | ZZ602519 |
| **Responsible to:** | Head of School |
| **Responsible for:** | n/a |
| **Effective date of job description:** | September 2018 |

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| **Purpose of Job:** |
| To co-ordinate and contribute to the delivery of undergraduate and postgraduate programmes covering compositing, visual effects, and production methodologies associated with the visual effects industry. Wider film and animation knowledge and skills to respond to students’ needs are also required.  |

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| **Key Responsibilities:** |
| 1. Deliver teaching in computer animation and VFX specialism. Setting and marking assessments; ensuring the verification of marks by other tutors, (where appropriate); and attending relevant assessment boards.
2. Take a leading role on curriculum enhancement and development within the course team.
3. Support and Mentor colleagues within the School.
4. Supervise undergraduate dissertations and similar independent learning activities.
5. Engage in scholarship, research and knowledge transfer activities, both on own initiative and as part of team.
6. Engage in Quality Assurance processes across the Schools activities.
7. Act as a Personal Tutor to undergraduate and postgraduate students.
8. Undertake academic course-related administrative tasks, e.g., Level Tutor, including attendance at Examination Boards, as appropriate.
9. To fulfil such other tasks as may reasonably be required by the Head of School.
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| **Working Relationships:** |
| Course LeadersSection LeadCourse Team Head of School Associate Dean StudentsSchool Administrators |

1. **PERSON SPECIFICATION**

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| **No** | **Attributes** | **Rating** | **Source** |
| **1.** | **Specific Knowledge & Experience** |  |  |
|  | To deliver compositing (in Nuke) to students from a range of courses at a range of levels. | E | A,S |
|  | Subject expertise in compositing, paint and roto, matte extraction and integration of live & cgi elements | E | A,S |
|  | High-level knowledge of Nuke and industry compositing software | E | A,S |
|  | Good knowledge of 2D&3D camera tracking and matchmoving pipeline and relevant industry software e.g. 3D Equalizer, PFTrack | D |   |
|  | Knowledge of Python and VFX coding languages, as used for both stand alone code and for scripting software tools e.g. Nuke, Houdini and Maya | D | A,S |
|  | Teaching experience at either FE, undergraduate or postgraduate level | D | A,S |
| **2.** | **Skills & Abilities** |  |  |
|  | A high level of problem solving ability | E | A,S |
|  | Ability to teach technical animation principles and practice | E | A,S |
|  | Leadership skills in developing and supporting colleagues | E | A, S |
|  | Excellent communication in English verbally and in writing including research output | E | A,S |
|  | Ability to work as part of a team | E | A,S |
|  | Good organisational skills | E | A,S |
|  | Good networking skills | E | A,S |
|  | Good presentation/communication skills | E | A,S |
|  | Ability to develop links with relevant industry, including collaborative ventures | D | A,S |
| **3.**  | **Qualifications, Education & Training** |  |  |
|  | A good first degree in a relevant discipline, or equivalent work experience and professional standing | E | A,S |
|  | PhD in a related discipline | D | A, S |
|  | A relevant industry profile | D | A,S |
| **4.** | **Other Requirements** |  |  |
|  | High integrity and professional approach | E | A,S |
|  | High motivation and innovation in education | E | A,S |
|  | Committed to the values of higher education, including widening access and participation | E | A,S |
|  | Valuing team approach to practical and vocational ethos | E | A,S |

**Legend**

Rating of attribute: E = essential; D = desirable;

Source of evidence: AF = Application Form; S = Selection Programme (including Interview, Test, Presentation)

**JOB HAZARD IDENTIFICATION FORM**

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| **Please tick box(s) if any of the below are likely to be encountered in this role. This is in order to identify potential job related hazards and minimise associated health effects as far as possible. Please use the** [Job Hazard Information](http://www.port.ac.uk/departments/services/humanresources/occupationalhealthservice/jobhazardinformation/filetodownload%2C164407%2Cen.doc) **document in order to do this.**  |
| 1. International travel/Fieldwork
 |  | 13. Substances to which COSHH regulations apply (including microorganisms, animal allergens, wood dust, chemicals, skin sensitizers and irritants)  |  |
| 1. Manual Handling (of loads/people)
 |  | 14. Working at height |  |
| 1. Human tissue/body fluids (e.g. Healthcare workers, First Aiders, Nursery workers, Laboratory workers)
 |  | 15. Working with sewage, drains, river or canal water  |  |
| 1. Genetically modified Organisms
 |  | 16. Confined spaces |  |
| 1. Noise > 80 DbA
 |  | 17. Vibrating tools  |  |
| 1. Night Working

 (between 2200 hrs and 0600 hrs) |  | 18. Diving |  |
| 1. Display screen equipment (including lone working)
 | x | 19. Compressed gases |  |
| 1. Repetitive tasks (e.g. pipette use, book sensitization etc)
 |  | 20. Small print/colour coding |  |
| 1. Ionising radiation/ non-ionising radiation/lasers/UV radiation
 | 21. Contaminated soil/bioaerosols |  |
| 10. Asbestos and lead  | 22. Nanomaterials  |
| 11. Driving on University business (mini-bus, van, bus, forklift truck etc)  | 23. Workplace stressors (e.g. workload, relationships, job role etc) x |
| 12. Food handling  | 24. Other (please specify)  |

**Completed by Line Manager/Supervisor:**

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| **Name (block capitals)** | KEVIN CURTIS |
| **Date** | November 2018 |
| **Extension number** | 5461 |

Managers should use this form and the information contained in it during induction of new staff to identify any training needs or requirement for referral to Occupational Health (OH).

Should any of this associated information be unavailable please contact OH (Tel: 023 9284 3187) so that appropriate advice can be given.