



**A place to collaborate.
A place to develop.**

With nearly 4,000 students in nine topic areas, the St. Pölten University of Applied Sciences is a key player in the Austrian higher education sector and one of the most important employers in the region. The St. Pölten UAS stands for unique creative possibilities as well as team-oriented collaboration and leaves room for individual development and personal growth. Staff members also profit from our European network within the context of the University Alliance E³UDRES²! The University of Applied Sciences is constantly growing. **In the Department of Media and Digital Technologies, we are currently looking for a**

(Junior) Professor Game Design & Graphics (m/f/d) (30-40 h)

What you will be working on

- You actively participate in the strategic and content-related further development of the study programme
- You are in charge of planning, preparing, implementing, and following up on courses
- You supervise bachelor/master theses and are responsible for the taking of bachelor/master exams
- You take over a major role in shaping the study programme's operational processes (application, consultation, admission, ongoing marketing measures and events, organisation of exams, contact person for students and stakeholders in the study programme)
- You actively contribute to research in collaboration with the institutes, are involved in setting research priorities, write relevant scientific publications, and strategically and proactively participate in advancing knowledge transfer between research and practice
- You acquire and accompany practice projects for the study programme

What we expect from you

- For a full Professorship, all three of the below requirements need to be met; for a Junior Professorship, two are sufficient:
 - Degree in Computer Science, Design, Digital Humanities, or a comparable discipline (PhD or comparable qualification)
 - At least 5 years of professional experience (national/international), at least 3 years of which acquired outside of the St. Pölten UAS
 - Experience in teaching and research in higher education
- Experience in writing and reviewing scientific texts and papers, and implementing research projects (from proposal submission to completion)
- Experience in game design (this is a must!), game graphics design (2D/3D), user experience design
- The position is design-oriented but due to the type of study programme, we require applicants to have (at least basic) programming skills, i.e., familiarity with at least one of the following technology stacks: HTML/CSS/JavaScript, C# / Unity or C++ / Unreal, Mobile Coding
- Very good command of English, both written and spoken (German is not required)
- Team player, good organiser, and resilient personality with enthusiasm for interdisciplinary collaboration

What we offer

- Long-term employment (30-40 h) in an exciting working environment with a friendly and dynamic team and a welcoming atmosphere
- Many benefits such as flexible working hours, remote work, free parking, further training, workplace health promotion, etc.
- More free time for our staff: additional special leave days from 24/12 to 31/12 as well as on Good Friday
- A gross annual salary that takes your qualifications into account: at least € 56,000 (basis: 40 h/week; all-in contract) for the Junior Professorship; at least € 70,000 (basis: 40 h/week; all-in) for the full Professorship with flexitime option (no core time) and comp time

➤ Your [application](#) is this way!

For the St. Pölten UAS, the variety and diversity of its staff members is the key to innovation, success, and further development. Applications by qualified women are particularly welcome. In the case of equal suitability, we give precedence to applicants with a disability. We explicitly invite persons with a migration background to apply. We are looking forward to receiving your application!