

Arts Conservatory For Teens

Education | Empowerment | Enrichment

WHAT INSPIRES YOU?



JOB DESCRIPTION

Game Coding Instructor: Part-Time Contracted

AFTERSCHOOL ARTS MAGNET PROGRAM & BEFORE SCHOOL PROGRAM

The Arts Conservatory For Teens is accepting application for a qualified Game Coding Instructor (GCI). The GCI motivates students to develop an interest, appreciation and enthusiasm for coding by introducing the basic knowledge of coding to students. The position develops knowledge and creative innovation by utilizing a variety of instructional techniques appropriate to students' interests and abilities.

Service Population: Middle and High School youth and teens throughout Pinellas County

Service Period: Quarterly Cycle (renewable based on performance)

Service Times: Before School 7:45AM – 9:00AM Monday – Friday and/or Afterschool 4:00PM – 5:30PM

Service Impact:

- Maintain an active roster of middle/high school students per quarter (per class)
- Develop clear and concise instructional lesson plans and organize class time to provide a balanced program of preparation, instruction, and production projects.
- Provide individual and small group instruction and adapts the curriculum to the needs of students with varying abilities.
- Uses a variety of instructional techniques appropriate for the ages and skill level of students.
- Generate game scripts and storyboards
- Animate characters and objects
- Create and design and audio features of the game
- "Polish" the game, maintain code and fix bugs
- Evaluate students performance and growth in knowledge and understanding and prepares for regular exhibits of work projects
- Work collaboratively with colleagues, partners and executive team
- As a progressive growing organization, candidate us be willing to learn and grow with the organization.

Minimum Qualifications

- Instructional/Teaching Experience
- Well-organized and committed
- Strong morals, values, discipline, creative, energetic, reliable and trustworthy
- A desire and passion for the arts, youth development and teambuilding
- Work well under pressure and ability to adapt to changing circumstances.
- Proven work experience in full lifecycle game development
- Hands on experience primarily with C++ or other programming languages (Java, C, etc.)
- High level knowledge of APIs and libraries
- Expert in one or more programming specialties (artificial intelligence 3D Rendering, 3D animation, physics, multiplayer/networking, or audio)
- Up-to-date with the latest gaming trends, techniques, best practices and technologies
- Ability to solve problems creatively and effectively

Minimum Educational Qualifications:

- Associate Degree (or 3+ years of related experience)
- Bachelor Degree preferred

Submit resume, cover letter, and web link(s) of professional work(s) to:

Arts Conservatory For Teens: HR Management

ACTStPetersburg@gmail.com

www.ArtsConservatoryForTeens.org