

VACANCY ANNOUNCEMENT

Based in Nairobi, The **Africa Digital Media Institute (ADMI)** is Eastern Africa's premier creative arts, media and technology training institution, and is part of the ADMG, comprising of the Institute, Studio and Foundation. The Studio produce compelling African stories and games to engage audiences worldwide. And the Foundation mobilizes capital, talent and other resources to support engagement of Africa's digital generation in the fast-growing, global creative economy. ADMI and its affiliates form an innovative social enterprise through which the next generation of digital professionals and creative entrepreneurs get the training, mentorship and platform they need to turn their passion into a profession.

LECTURER – GAME ARTIST

We are currently undertaking global searches to recruit a Lecturer (part time) **Game Artist** . As a member of ADMI's faculty, you have a rare opportunity to make a difference in the lives of Africa's future leaders by providing valuable mentoring for tomorrow's leading digital professionals and creative entrepreneurs. You'll bring passion and expertise to student instruction using innovative teaching methods and reflecting the latest industry trends in your discipline.

Scope of Work

- Teach a course load appropriate to the field or discipline.
- Employ appropriate teaching and learning strategies to communicate subject matter to students.
- Modify, where appropriate, instructional methods and strategies to meet diverse student needs.
- Employ instructional technology, i.e. internet, telecourses, interactive technology, when appropriate.
- Encourage the development of communication skills and higher order thinking skills through appropriate assignments.
- Evaluate student performance fairly and consistently, and in time to promote maximum learning.
- Prepare, distribute, and submit syllabi and approved course outlines for all assigned sections in accordance with ADMI policies and Procedures.
- Record and provide attendance data in accordance with ADMI Policies and Procedures.

Qualifications

- Prior Lecturing / Teaching experience is a distinct advantage.
- Bachelor's Degree in the relevant technical field.
- Proficiency in Game Art, especially in (but not limited to) 2D or 3D asset production, Level art, visual development
- Professional experience as a Game Artist in game production, or Game Art Certification from a reputable institution of higher learning
- Added advantage:
 - Certified Unity Developer/Instructor or Work experience in Unity
 - Knowledge of Game Design and Game Production

To apply, please send **portfolio** and **updated CV** to apply@africadigitalmedia.org by **19th July 2021**