

JOB DESCRIPTION AND PERSON SPECIFICATION

Job Title: Lead Technician (T&L), Computational Arts (Fine Art)

Location: Camberwell Chelsea Wimbledon / Peckham Road	College/Service: Chelsea Camberwell Wimbledon/Technical Resources
Contract Length: Permanent	Hours per week/FTE: 35/1.0
Salary: £39,275 - £47,120 per annum	Grade: 5
Accountable to: Studio Manager of Sculpture, Photography and Computational Arts	Weeks per year: 52

Purpose of Role:

Providing professional expertise & deep technical knowledge to contribute to the delivery and development of learning activities & knowledge exchange within the Subject Specialism - Fine Art; Computational Arts

Role modelling behaviours that underpin the course objectives and learning outcomes within individual units. Actively contributing to technical teaching in the context of the prevailing curriculums & subject pedagogies, working as part of course teams to develop knowledge and encourage new ideas & approaches to learning and promoting a positive experience for students and staff

To be responsible to the Studio Manager for Sculpture, Photography and Computational Arts for:

Duties and Responsibilities

To contribute to planning, development and delivery of learning & knowledge exchange activities to enhance student learning; liaising with Course Leaders and academic staff informally and formally for this purpose

- To supervise learning activities, providing expert guidance to enable students to identify, learn and test appropriate creative & expressive methods and processes to meet their learning outcomes. These will include experimentation with physical computing, 3D software, programming languages, audio and moving image, VR/AR equipment, projection mapping and machine learning with AI.
 - Oversee and develop the use of studio resources and technical equipment for experimentation & knowledge exchange
 - To generate appropriate learning materials and information as required
 - To participate in a culture of mediated & facilitated cross Programme engagement
 - To undertake and deliver collective staff development with academic colleagues
 - To participate at relevant Course level Committees or Forums ensuring that technical resources deliver a *good student experience* to meet Key Performance Indicators (for example outcomes from student surveys)
 - To contribute to safe working standards for both staff & students working in the studio by creating a culture of awareness of studio principles
 - To liaise with the Studio Manager, Technical Operations Managers, and regular suppliers & manufactures when sourcing materials and placing orders. Ensure that accurate records of transactions and purchase of equipment and consumables budgets are up-to-date and accessible
 - To perform such duties consistent with your role as may from time to time be assigned to you anywhere within the University
 - To undertake health and safety duties and responsibilities appropriate to the role
 - To work in accordance with the University's Staff Charter and Dignity at Work Policy, promoting equality, diversity and inclusion in your work
 - To personally contribute towards reducing the university's impact on the environment and support actions associated with the UAL Sustainability Manifesto (2016 - 2022)
 - To undertake continuous personal and professional development, and to support it for any staff you manage through effective use of the University's Planning, Review and Appraisal scheme and staff development opportunities
 - To make full use of all information and communication technologies in adherence to data protection policies to meet the requirements of the role and to promote organisational effectiveness
 - To conduct all financial matters associated with the role in accordance with the University's policies and procedures, as laid down in the Financial Regulations
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Key Working Relationships: Managers and other staff, and external partners, suppliers etc.; with whom regular contact is required.

- Technical Operations Managers/Studio Managers
- Studio and workshop-based Technicians
- Course Leaders
- Academic Staff
- Finance
- Suppliers/Developers

Specific Management Responsibilities

Budgets: Devolved Consumables Budgets

Staff: Some day-to-day supervision of Alumni Fellows if/as required.

Other Co-responsibility for Programme Studios/Lab and associated Equipment

Job Title: Lead Specialist Technician (L&T) Grade: 5

Person Specification	<ul style="list-style-type: none">- To support students in creating a wide-ranging array of prototypes that are both screen-based and physical (audio, visual and kinetic prototypes).- To host and assist the Creative Computing Institute (CCI), with specific unit delivery.- To support students in understanding the use of computational thinking and programming languages which supports the creative development of their work.- assist in the development of and the installation of student work.- To assist students with access to equipment, specialist knowledge and resources which are outside the immediate studio team.- Encourage cross-department collaboration.-
Specialist Knowledge/ Qualifications	<p>Knowledge of Subject Specialism in Art School context</p> <p>Undergraduate degree in relevant subject or considerable relevant experience in a technical role.</p> <p>Skills essential to the role: Fluency in one of the following programming languages: C, C++ or C#, Python, JavaScript (esp. Node.js, P5.js)</p> <p>Experience with physical computing and general electronics safety</p> <p>Experience or certification that demonstrate level of technical knowledge required for the role</p> <p>Actively developing or contributing to research in subject specialism</p>

Relevant Experience	<p>Experience of teaching and demonstrating techniques related to programming.</p> <p>Experience in at least two of the following areas: VR/AR Development, Sound and Audio Design, Games Development, Machine Learning and AI, Fine Art</p> <p>Working knowledge of some of the following software: Game Engines: Unity, Unreal</p> <p>3D Modelling: Blender, Maya, Fusion 360, Sketch Up</p> <p>Programming Software: Visual Studio Code, Xcode, Processing, P5.js and Arduino</p> <p>Source Code Management: Git</p> <p>Experience preparing work for installation/exhibition</p> <p>Experience in teaching or sharing your skills within the subject field by applying deep knowledge to support subject/practice development & inquiry</p> <p>Able to demonstrate a level of experience that contributes to knowledge exchange and measurable developments within the area of specialism</p>
Communication Skills	Communicates effectively orally and in writing adapting the message for a diverse audience in an inclusive and accessible way
Leadership and Management	Motivates and leads a team effectively, setting clear objectives to manage performance
Research, Teaching and Learning	Applies innovative approaches in teaching, learning or professional practice to support excellent teaching, pedagogy and inclusivity
	Applies own research to develop learning and assessment practice
Professional Practice	Contributes to advancing professional practice/research or scholarly activity in own area of specialism
Planning and managing resources	Plans, prioritises and manages resources effectively to achieve long term objectives
Teamwork	Works collaboratively in a team and where appropriate across or with different professional groups
Student experience or customer service	Builds and maintains positive relationships with students or customers
Creativity, Innovation and Problem Solving	Suggests practical solutions to new or unique problems

The application form sets out a number of competence questions related to some of the following selection criteria. Shortlisting will be based on your responses to these questions. Please make sure you provide evidence to demonstrate clearly how you meet these criteria

Last updated: Sept 2021