University of Kurdistan Hewlêr
زانکۆی کوردستان هەولێر

Vacancy Announcement

Game Developer/Research Assistant

Summary:

The University of Kurdistan Hewlêr (UKH) is seeking a qualified candidate for the position of Game Developer/Research Assistant within the Artificial Intelligence and Innovation Centre.

The successful candidate will report to the Director of Artificial Intelligence and Innovation Centre, contributing to the efficient functioning of the Labs and ongoing research. Key responsibilities include serving as a Research Assistant and developing games and simulations for research.

VACANCY TITLE:	Game Developer/Research Assistant
VACANCIES AVAILABLE:	One
CENTRE/ …:	Artificial Intelligence and Innovation Centre (AIIC)
JOB FAMILY:	Academic
TYPE OF CONTRACT:	FTE
HOURS OF WORK:	40 Hours/Week
PLACE OF WORK:	University of Kurdistan Hewlêr (UKH)
REPORTING TO:	Director of the Centre
CONTRACT DURATION:	Three Years
PROBATION:	Six Months
APPLICATION DEADLINE:	Open until the position is filled
JD VERSION:	12092024

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DUTIES AND RESPONSIBILITIES

- Assist in Research Projects: Collaborate with faculty and research teams to design and develop game prototypes for academic studies.
- Literature Review: Conduct comprehensive literature reviews on topics related to game development, interactive media, and user experience.
- Data Collection and Analysis: Participate in the collection, processing, and analysis of research data, including user testing and gameplay metrics.
- Technical Development: Contribute to the programming and technical aspects of game development using engines like Unity or Unreal Engine.
- Documentation and Reporting: Prepare research reports, documentation, and presentations summarizing findings and progress.
- Collaborative Development: Work closely with multidisciplinary teams, including designers, artists, and other researchers.
- Grant Support: Assist in the preparation of grant proposals and funding applications related to game development research.
- Stay Updated: Keep abreast of the latest trends, technologies, and best practices in game development and interactive media.
- Event Participation: Help organize and participate in workshops, seminars, and conferences to disseminate research findings.
- Ethical Compliance: Ensure all research activities comply with institutional policies and ethical standards.
- Perform other duties commensurate with the nature of the position and as requested by the Line Manager.

PERSON SPECIFICATIONS

- Education:
  - Bachelor's degree in Computer Science, Game Design, Interactive Media, or a related field.

- Experience:
  - Prior experience in game development, either academically or professionally.
  - Experience with research methodologies and academic writing is a plus.

- Technical Skills:
  - Proficiency in game development engines such as Unity or Unreal Engine.

- o Strong programming skills in languages like C#, C++, or Python.

- o Familiarity with 3D modeling and animation software (e.g., Blender, Maya).

- o Knowledge of version control systems like Git.

- Research Skills:

  - o Ability to conduct thorough literature reviews and synthesize academic material.

  - o Experience with qualitative and quantitative research methods.

  - o Competence in data analysis tools and software.

- Soft Skills:

  - o Excellent written and verbal communication skills.

  - o Strong analytical and problem-solving abilities.

  - o Ability to work independently and collaboratively within a team.

  - o Effective time management and organizational skills.

- Personal Attributes:

  - o A genuine interest in game development and interactive media research.

  - o Creative thinking and a willingness to explore innovative ideas.

  - o Attention to detail and a commitment to producing high-quality work.

  - o Adaptability to evolving project requirements and deadlines.

- Additional Requirements:

  - o Portfolio of previous game development projects is highly desirable.

  - o Familiarity with user experience (UX) and user interface (UI) design principles.

  - o Understanding of ethical considerations in human-subject research.

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HOW TO APPLY

- Interested applicants are requested to email their Application Form, CV, and Personal Statement to jobs@ukh.edu.krd by indicating the specific Vacancy Title: Game Developer/Research Assistant and inserting the most recent passport-size photo in the area provided on the application form.
- Only complete applications: Application Form (with the most recent photo), Personal Statement and CV will be considered.
- The size of the photo must be 45mm x 35mm with no less than 150 pixels for quality.
- Any application that does not specify the vacancy applied for will not be considered.
- An Application Form is available at 'Vacancies' on the University website (http://www.ukh.edu.krd) or click here to download it.
- Only short-listed candidates will be contacted for an interview.