Associate Professor (Tenure- Track)
Nanyang Technological University

Job Title	Associate Professor (Tenure- Track)
Department	College of Computing and Data Science
Institution	Nanyang Technological University
	Singapore, , Singapore
Date Posted	Mar. 5, 2025
Application Deadline	Open until filled
Position Start Date	Available Immediately
Job Categories	Associate Professor
Academic Field(s)	Computer Science
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Apply By Email	
Job Description	

Young and research-intensive, Nanyang Technological University, Singapore (NTU Singapore) is rankedamong the world's top universities. NTU's College of Computing and Data Science (CCDS) is a leadingcollege that is known for its excellent curriculum, outstanding and impactful research, and world-renownedfaculty. Today, we are ranked #2 for AI and Computer Science by US News Best Global Universities; and#8 for Data Science and AI by QS World University Ranking.

The College of Computing and Data Science and the School of Art Design and Media at NTU, Singapore,invite qualified academics to apply for faculty positions as Associate Professor (tenure track) in Games.ADM is part of the College of Humanities, Arts and Social Sciences (COHASS). These positions seekexpertise in one or more areas of Games, with expertise in relevant fields including game design,interactive media, animation, computing and creative technologies. The appointed faculty will play a key

role in maintaining and enhancing NTU's reputation as a leader of contemporary digitalmedia and designtechnologies in Singapore.

This is a joint appointment between the School of Art, Design and Media (ADM) and the College of Computing and Data Science (CCDS) at Nanyang Technological University Singapore (NTU). This position will be housed at CCDS.

Applicants for this position must be comfortable with the dynamically evolving landscape of contemporarydigital media and design and technology, and have the confidence to maintain proficiency, bothacademically and technically, to contribute to the vibrant research-driven culture that is embraced at NTU.

You will contribute to the on-going development of innovative curriculum to ensure relevance to contemporary industry and society. These positions are research based, so you will either have a well-established research profile, or be able to demonstrate readiness and ability to begin a research-based academic career.

We invite qualified and passionate academics to apply for Associate Professor position in College of Computing and Data Science. We seek individuals with exceptional promise for or a proven record of research achievements within their chosen field of research. They should also demonstrate strong abilityfor effective undergraduate and graduate level teaching. Candidates must have vision and an interest in defining the research frontier as well as educating our next-generation of young leaders in this rapidly evolving field. Candidates should also demonstrate the ability to combine theoretical knowledge with practical development of computational solutions and systems.

Requirements:

- You should possess a PhD in related disciplines from a well-recognized university.
- You have demonstrated exceptional promise for or a proven record of research achievements within the chosen field of research and strong ability for effective undergraduate and graduate level teaching
- You are able to lead and work as part of a multidisciplinary team
- You are able to supervise research staff and students through effective communication
- You should ideally possess strong presentation skills

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Knowledge Required

- Strong track record to teach all aspects of games, game design and game technologies, with relevant expertise in related fields in interactive media, computing, animation, motion graphics, game visual development, creative computing and technology-enabled art.
- Demonstration of scholarship in contemporary publication or output forums for games, interactive media, animation, game visual development, computing or machine learning/AI is essential.

This position will focus on advancing the technical foundations and applications of Game Technologies and emerging fields in AI, computer graphics, computer vision, and metaverse development. This can include but it is not limited to field-specific approaches to coding, software development and implementation, application of AI and machine learning for games (e.g. Procedural content generation, AI-driven storytelling, and player behavior modeling), geometric modeling and 3D reconstruction, computer graphics and real-time rendering, game physics and realistic simulation, human-computer interaction for games, and metaverse and AR/VR techniques,

Further information about the University and the School can be viewed at the following websites:
NTU: www.ntu.edu.sg
ADM: www.ntu.edu.sg/adm

Review of applications and shortlisting decision will be on an on-going basis until the positions are filled.

Interested applicants are invited to submit their applications through the NTU career portal by clicking the "Apply" button. To facilitate the process, please submit the following documents if applicable.

- Full Curriculum Vitae
- Statement of Teaching and Research
- Research sample(s)
- Letters of Recommendation(s)

Contact Information

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Contact

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