




## Company Description

DigiPen Institute of Technology is the first university in the world to specialize in video game education with 3 campuses in Redmond-USA (our main campus), Singapore and Bilbao-Europe (opened in 2010). DigiPen has been preparing young people for the video game industry and other sectors (aeronautics, automotive, cinema...) for close to 30 years, using an extremely practical education model in which students produce video games and animations from scratch. The Princeton Review has recognised DigiPen as a school of reference in North America and DigiPen has also been voted the 2nd best video game university in the United States by the Animation Career Review. DigiPen students graduate with the preparation and experience that the current industry demands.

## Information

 **Deadline:** 2019-11-30  
 **Category:** Business  
 **Province:** Bizkaia

 **Country:** Basque Country  
 **City:** Bilbao

## Company

DigiPen Bilbao



## Main functions, requisites & benefits

### Main functions

Candidates will be responsible to teach undergraduate level CS courses (i.e. university level). Candidates will also have the opportunity to collaborate with the rest of the faculty to integrate their courses within the video game project courses.

### Requisites

**Academic and Experience Requirements:** Ideal candidates will have earned at least a Master's degree in computer science or computer engineering. Additionally, preference will be given to candidates with experience 3+ years in software/game production. Alternatively, candidates who fail to meet the minimum academic level but have more than 8+ years of experience in professional software production are also acceptable candidates. **Skills Required:** Programming Languages: C/C++: Strong knowledge required. Additional programming languages such as C#, Python are preferred but not required. APIs and software (preferred) Graphics APIs: OpenGL (required), Direct3D, Vulkan. Physics APIs: PhysX, Bullet Physics (preferred) Visual Studio Unity, Unreal The candidate must also be comfortable in the following areas: Computer Graphics & Rendering pipelines Physics Simulation & Collision Data Structures Animation and interpolation. All of our courses are taught exclusively in English and thus the candidate must be fluent enough to impart the course material in English. **Sample Course Descriptions:** For sample description of the courses the candidate could potentially impart please visit <https://www.digipen.edu/academics/current-courses> And search for the following courses: CS 330, CS 500, CS 550, CS 460.

