



Mason Game & Technology Academy

MGTA is the community outreach youth program for the Virginia Serious Game Institute, and Computer Game Design Program.

<http://masongamedesign.org/vsgi/mgta/>

Each summer, MGTA provides teaching opportunities for Instructors and Instructional Assistants to teach a variety of courses.

Pay is \$25 per hour and up (based on experience), and you can complete your internship requirements if needed.

Courses include:

- Game Design (Unity and Unreal)
- Art & Animation
- Mobile App Development
- Minecraft Modding
- Intro to Computer Hardware (Build you own Computer)
- Programming (C#, C++, Java, Python, Ruby, JavaScript)
- Writing for Games
- Music and Sound for Games
- Cybersecurity

During the fall and spring, we offer courses through our Virtual Academy:
<http://masongamedesign.org/vsgi/mgta-virtual-academy/>

If you are interested in teaching opportunities with MGTA, please send your resume and cover letter to Vera Lichtenberg: vlichten@gmu.edu

Please specify particular areas of expertise: e.g. game engines, software, programming languages, AR/VR, Minecraft.

Also, please specify expected graduation date, and whether you require an internship.