

Computer Game Design Program @ Mason seeks a Part-Time Wage Technical Director.

The Computer Game Design Technical Director provides technical and administrative support to the Computer Game Design Program Faculty, staff, and students, and its associated affiliates at George Mason University. Job duties include coordinating the technology needs of the department with ITU, coordinating Game Program technical needs with Game Program administration, faculty, and staff, and maintaining all classroom, labs, and Game Program hardware and software.

The Technical Director will work 15-20 hours per week on average during the academic year, 30-38 hours a week during the Summer (June -August). Mason Fairfax Campus, with some duties on the Mason SciTech Campus (VSGI). Applicants must be at minimum Senior-level undergraduate at Mason. A graduate student or a person with bachelor's degree is preferred. Applicant should also have extensive knowledge of current high-end computer hardware and software.

Hourly wage rate commensurate with experience.

Send resume and cover letter to:

Ms. Mary Bean

mbean3@gmu.edu