C. SCHOOL OF COMPUTING AND INFORMATICS
CREATIVE COMPUTING

9. Virtual Reality / Augmented Reality / Mixed Reality *(Assistant Lecturer/Lecturer/Assistant Professor/Senior Assistant Professor post only)*

Applications are now invited for the posts of Assistant Lecturer/ Lecturer/ Assistant Professor/ Senior Assistant Professor in Virtual Reality / Augmented Reality / Mixed Reality at the Creative Computing Programme Area, School of Computing and Informatics.

JOB REQUIREMENTS

Applicants must have at least an upper second-class bachelor’s degree (with honours), a master’s degree (preferably Distinction), and a PhD qualification or equivalent in the area of VR/AR/MR, Artificial Intelligence, Programming/Scripting or related field from a recognised university.

A minimum working experience of at least 3 years for the post of Lecturer; 5 years for the post of Assistant Professor for PT2 salary scale or holding the post of Assistant Professor or similar for considerable years with having held management position such as Dean/Deputy Dean or Head/Assistant Head of Department for salary scale PT2A; 7 years in the post of Assistant Professor on salary scale PT2 for Senior Assistant Professor or holding the post of Assistant Professor on a salary scale PT2A for at least 4 years for Senior Assistant Professor with a combination of teaching and industry experience is desirable.

The applicants must be able to demonstrate an outstanding track record of research output and teaching excellence. Those with suitable professional qualifications and/or industry experience would be advantageous.

The ability to teach within the area of VR/AR/MR, and have experience with postgraduate teaching. Those with a research background or any interest in VR/AR/MR for applications on areas of Immersive Experience, Serious Games, Education, Simulation, Training, Therapy, and Rehabilitation would be looked into favourably. The applicants should be prepared to oversee graduate and undergraduate research.

The successful applicant is expected to be qualified to design and teach courses including but not limited to VR/AR/MR Game Development, VR/AR/MR Game Design VR/AR/MR Programming/Scripting, at the undergraduate and postgraduate levels, and provide pertinent materials in the aforementioned fields. Active participation in the activities of the School and the University including research, seminar, and administration. The successful applicant is expected to take a leading role in research within these areas.

10. Audio Visual *(Assistant Lecturer/Lecturer/Assistant Professor/Senior Assistant Professor post only)*

Applications are now invited for the posts of Assistant Lecturer/ Lecturer/ Assistant Professor/ Senior Assistant Professor in Audio Visual at the Creative Computing Programme Area, School of Computing and Informatics.

JOB REQUIREMENTS

Applicants must have at least an upper second-class bachelor’s degree (with honours), a master’s degree (preferably Distinction), and a PhD qualification or equivalent in the area of Audio Visual Technology, Electrical Engineering, or a related field from a recognised university.

A minimum working experience of at least 3 years for the post of Lecturer; 5 years for the post of Assistant Professor for PT2 salary scale or holding the post of Assistant Professor or similar for considerable years with having held
management position such as Dean/Deputy Dean or Head/Assistant Head of Department for salary scale PT2A; 7 years in the post of Assistant Professor on salary scale PT2 for Senior Assistant Professor or holding the post of Assistant Professor on a salary scale PT2A for at least 4 years for Senior Assistant Professor with a combination of teaching and industry experience is desirable.

The applicants must be able to demonstrate an outstanding track record of research output and teaching excellence. Those with suitable professional qualifications and/or industry experience would be advantageous.

The ability to teach within the realm of Audio Visual Technology, including sound design and cinematography, and have experience with postgraduate teaching. Those with a research background or a keen interest in applications of audio-visual technology, especially in areas such as live events, education, and virtual collaboration, will be viewed favourably. The applicants should be prepared to oversee graduate and undergraduate research.

The successful applicant is expected to be qualified to design and teach courses, including but not limited to Audio Visual System Design, Multimedia Production, Audio Visual Programming, Sound Design, and Cinematography, at the undergraduate and postgraduate levels, and provide pertinent materials in the aforementioned fields. Active participation in the activities of the School and the University including research, seminar, and administration. The successful applicant is expected to take a leading role in research the field of Audio Visual Technology.

11. **AI in Creative Computing**

Applications are now invited for the posts of Assistant Lecturer/ Lecturer/ Assistant Professor/ Senior Assistant Professor / Associate Professor / Professor in AI in Creative Computing at the Creative Computing Programme Area, School of Computing and Informatics.

**JOB REQUIREMENTS**

Applicants must have at least an upper second-class bachelor’s degree (with honours), a master’s degree (preferably Distinction), and a PhD qualification or equivalent in the area of AI in Creative Computing, Creative AI, or a related field from a recognised university.

A minimum working experience of at least 3 years for the post of Lecturer; 5 years for the post of Assistant Professor for PT2 salary scale or holding the post of Assistant Professor or similar for considerable years with having held management position such as Dean/Deputy Dean or Head/Assistant Head of Department for salary scale PT2A; 7 years in the post of Assistant Professor on salary scale PT2 for Senior Assistant Professor or holding the post of Assistant Professor on a salary scale PT2A for at least 4 years for Senior Assistant Professor with a combination of teaching and industry experience is desirable.

Holding an equivalent position of Associate Professor or Senior Assistant Professor on a PT3 salary scale for at least three years while satisfying the KPIs for teaching, research and publishing, administration, and community service. Applicant should possess a strong record of research, publications, and teaching, as well as a developing reputation in the area of specialisation. The applicants should have held a managerial role, such as Faculty Dean or Deputy Dean. The applicants should also have experience supervising Master’s degree students.

Holding a Professor or similar position for a significant amount of time while meeting the KPIs for teaching, research, publication, and administration; or holding an Associate Professor position for considerable years while meeting the KPIs for teaching, research, publications, administration, community service, supervision of master’s and PhD thesis, and internal and external assessor/referee. The applicants should have a wealth of experience, a solid worldwide reputation, and be a well-known speaker in their area of specialisation. The applicants should be able to increase the faculty, centre, or university’s performance and reputation in the international arena as well as contribute to a positive impact on the community at large in their field of specialisation. The applicants should be able to mentor emerging scholars and provide academic leadership.
The applicants must be able to demonstrate an outstanding track record of research output and teaching excellence. Those with suitable professional qualifications and/or industry experience would be advantageous.

The ability to teach within the realm of AI in Creative Computing, and have experience with postgraduate teaching. Those with a research background or a keen interest in areas such as Generative Art, Computational Creativity, Computational Maths, Deep Learning, Machine Learning, Advanced Artificial Intelligence, and Creative Simulations will be viewed favourably. The applicants should be prepared to oversee graduate and undergraduate research.

The successful applicant is expected to be qualified to design and teach courses, including but not limited to Creative AI, Generative Art, Computational Creativity, Programming/Scripting for Creative Applications, and AI in Creative Computing, at the undergraduate level, and provide pertinent materials in the aforementioned fields. Active participation in the activities of the School and the University including research, seminar, and administration. The successful applicant is expected to take a leading role in research initiatives within these areas.

**QUALIFICATIONS**

Details of the qualifications for the above positions can be obtainable from UTB website at [http://www.utb.edu.bn/careerutb/](http://www.utb.edu.bn/careerutb/)

**SALARY AND FRINGE BENEFITS**

Details of the salary and fringe benefits can be obtained from UTB website at [http://www.utb.edu.bn/careerutb/](http://www.utb.edu.bn/careerutb/)

**APPLICATION SUBMISSION**

Completed application forms together with copies of academic certificates and transcripts, comprehensive curriculum vitae with the names and addresses of 4 referees, teaching portfolio, research portfolio, Scopus h-index, citation, and the number of listed publications should be sent to:

Registrar and Secretary  
Universiti Teknologi Brunei  
Jalan Tungku Link  
Gadong BE1410  
BRUNEI DARUSSALAM  
or  
[utb.personnel@utb.edu.bn](mailto:utb.personnel@utb.edu.bn)

Incomplete applications will not be considered.

For further information and to download application form, please visit UTB website at [http://www.utb.edu.bn/careerutb/](http://www.utb.edu.bn/careerutb/)

Closing Date: 17th July 2024

Only shortlisted candidates will be notified.