



A place to collaborate.
A place to develop.

With nearly 4,000 students in nine topic areas, the St. Pölten University of Applied Sciences is a key player in the Austrian higher education sector and one of the most important employers in the region. The St. Pölten UAS stands for unique creative possibilities as well as team-oriented collaboration and leaves room for individual development and personal growth. Staff members also profit from our European network within the context of the University Alliance E³UDRES²! The University of Applied Sciences is constantly growing. For the degree programme Creative Computing in the Department of Media and Digital Technologies, we are looking for a

(Junior) Professor Generative AI/ML in Gaming f/m/d (20-40 h)

What you will be working on

- You actively contribute to the strategic and content-related further development of the study programme Creative Computing.
- You are in charge of planning, preparing, implementing, and following up on courses
- You supervise bachelor/master theses
- You take over a major role in shaping operational processes of the degree programme (application, consultation, admission, marketing measures and events, organisation of exams, contact person for students and stakeholders of the degree programme)
- You make active contributions to research in collaboration with the institutes, set the focus in research, write relevant scientific
 publications, and strategically and proactively advance knowledge transfer between research and practice
- You acquire and accompany practice projects for the degree programme

What we expect from you

- For a full Professorship, all three of the below requirements need to be met; for a Junior Professorship, two are sufficient:
 - o Completed degree in Computer Science, Digital Humanities, or a similar discipline (PhD or comparable qualification)
 - o At least 5 years of professional experience (national/international), at least three years of which acquired outside of a university
 - o Experience in teaching and research in higher education
- Experience in writing and evaluating scientific texts and papers, and implementation of research projects (from submission to completion)
- Experience in Generative AI (must have) and topics such as Procedural Content Generation, NPC behaviour modelling, Dynamic Storytelling, Dynamic Content, etc.
- Familiarity with at least one of the following technologies: C# / Unity or C++ / Unreal, Python, Generative AI/ML
- · Very good knowledge of spoken and written English, German language is not required
- Team player, good organiser, and resilient personality with enthusiasm for interdisciplinary collaboration

What we offer

- Long-term employment (20-40 hours/week) in an exciting working environment, with a friendly and dynamic team and a welcoming atmosphere
- Numerous benefits such as flexible working hours, remote work (working from home and on the go), free parking, further training, workplace health promotion, etc.
- More free time for our staff: additional special leave days from 24/12 to 31/12 as well as on Good Friday
- A gross annual salary that takes your qualifications into account: at least € 56.000,- (basis: 40 h/week; all-in contract) for the Junior Professor, at least € 70.000,- (basis: 40 h/week; all-in contract) for the full professorship with flexitime option (no core time) and comp time

Your application is this way!

