

Assistant/Associate Professor(s) in Game Programming / A.I. Programming (two vacancies)

The new BSc (Hons) in Digital Solutions for Entertainment and Game Applications (BSc-DSEGA) and MSc in Game Development and Management programmes from the Department of Applied Data Science (ADS) are inviting applications for full-time Assistant or Associate Professor positions to start in September 2025. The rank will be commensurate with qualifications and experience. Candidates should hold a doctorate degree and demonstrate the ability to effectively teach at both the undergraduate and postgraduate levels while pursuing an active research agenda. The two academic positions are expected to contribute to teaching and research in the field of game development specialization.

(1) Assistant/Associate Professor (A.I. Programming)

The candidate should have a PhD in Computing Science or a related field, such as Artificial Intelligence Programming, Robotics, or other relevant disciplines, is preferred. The candidate will be expected to teach courses in AI Programming (C#, C++, and Python), as well as Interactive and UI/UX Programming for Extended Reality, and AI Robotics.

(2) Assistant/Associate Professor (Game Programming)

The candidate should have a PhD in Game Developing or a related field, such as Game Programming, Game Design and Production, Human-Computer Interaction and Usability Research, or other relevant disciplines. The candidate will be expected to teach courses in Game Design and Programming (C#, C++, and Python), as well as Human-Centered UI/UX Design for Extended Reality, 3D modelling, and VR/AR Applications using Unity and Unreal Engines.

These new programmes aim to bridge knowledge of digital solutions—such as Game Development, Digital Entertainment, and Artificial Intelligence for Robots—with interdisciplinary domains like Humanities, Business, Healthcare, Social Science, and Communication. They explore the dynamics of how digital solutions and game technology influence business development and society, and vice versa. Faculty members in these programmes are expected to adopt an interdisciplinary approach to teaching and research. They should be adept at addressing the disruptive effects arising from the application of digital entertainment and game technologies, focusing on research and innovative solutions for the creative industries.

These programmes dovetail with Hong Kong Shue Yan University's strategic plan to “reinvent liberal arts education for the Digital Era”. Leveraging on the University's strength as a liberal arts university, the programmes will enhance new capacities in teaching and research related to digital humanities and social sciences.

Preference will be given to applicants who have at least three years of teaching experience and a good track record in research and publication. Proficiency in English is required, while proficiency in Chinese will be an advantage.

Applications should be addressed to the University Secretary, Hong Kong Shue Yan University, 10 Wai Tsui Crescent, North Point, Hong Kong; or via email to recruit_ap@hksyu.edu. It should include (1) a cover letter; (2) a complete CV including a list of research projects and publications; (3) a teaching statement (250 words); (4) a research statement (250 words); (5) two representative publications; and (6) two references from referees to the University. For further information about the University and the Department of Applied Data Science, please visit <https://adsci.hksyu.edu/>; for enquiries, please send an email to Prof. Kung Wong, LAU at laukw@hksyu.edu.

The Search Committee will begin reviewing applications on 15 March 2025 and continue until 1 May 2025 or when the position is filled. Only shortlisted candidates will be contacted. The personal data received will be kept confidential and used for recruitment purposes only.