Research Associate, E13, 50%, (m/f/d)
Chair of Art in Architecture under Professor Sophie Erlund

The Chair of Art in Architecture is seeking a highly motivated and skilled Research Associate to support interdisciplinary projects at the intersection of architecture, art, and technology. This position is part-time (50%) for 2 years and provides a unique opportunity to contribute to cutting-edge research and production of multimedia artworks in virtual/augmented/mixed reality (VR/AR/XR), audio-visual media, and digital design tools.

Starting date: 01 March 2025

The Chair of Art in Architecture is a dynamic and collaborative research environment led by Professor Sophie Erlund, supported by a team of three artistic Research Associates a Team Assistant, and we are looking to grow the team by one more Research Associate. Together, we explore the intersections of art and architecture through innovative and interdisciplinary methodologies.

The Professor and the Research Associates work across diverse artistic disciplines, combining their expertise in visual arts, design, and technology with a strong research foundation. We actively engage with a broad interdisciplinary network of scientists, artists, and thinkers, drawing content, meaning, and inspiration from their insights to inform and enrich our work with the students. You will be involved both in teaching, in research at the chair and in hosting and engaging with external guests to the Chair from these varying fields.

Chair language: English

Key Responsibilities
- Collaborate on research projects that explore the integration of art and architecture through technology.
- Co-teach large groups of BA students, and smaller groups of MA students with the Chair Team (Prof. and 3 Research Associate colleagues)
- Develop and implement VR/AR/XR applications for artistic and architectural purposes with the students.
- Teach and assist students to create and edit high-quality video and audio content as artworks and for project documentation and presentations.
- Utilize and manage 3D modeling, programming, and design workflows in tools like Blender and Unity.
- Support the production of digital and multimedia content, including interactive environments and immersive experiences with the students.
- Participate in regular team meetings, workshops, and academic collaborations.

Qualifications
- A strong background in programming, with demonstrable skills in software relevant to VR/AR/XR development.
- MA degree in Fine Art, Architecture, Media Studies, Engineering, Computer Science or similar.
- Excellent communication and teamwork skills.
- Ability to work independently and manage multiple tasks efficiently.

- You must me proficient and comfortable to work in the English language, though it is not required to be fluent or a mother-tongue English speaker.
  Proficiency in:
- **Blender**: 3D modeling and rendering.
- **Unity**: Development of interactive environments.
- **Adobe Acrobat Suite**: Including Premiere Pro, After Effects, and Audition for video/audio editing.
- Familiarity with additional programming tools and applications used in digital media and immersive technologies is a plus.
- Creative and analytical thinking with a passion for integrating technology in art and architecture.
- Basic German language skills are helpful for daily interfacing across the university.

Preferred Qualifications
- Prior experience in academic or artistic research projects.
- Prior teaching experience within the arts or architecture.
- Knowledge of further programming languages (e.g., Python, C#, JavaScript) to enhance interactivity in digital applications.

What We Offer
- A stimulating research environment at the forefront of art-architecture-tech intersections.
- Opportunities for professional development and academic collaboration.
- A fair and inclusive working environment.

TUM is striving to increase the ratio of women, and therefore expressly welcomes applications from female candidates. The Chair would also like to encourage applications from candidates with gender and ethnically diverse backgrounds.
Applicants with disabilities will be given preferential consideration if equally qualified. The workplace is unfortunately not completely barrier-free, not wheelchair accessible (listed old building).

Your application
If you are interested in working in our team, please submit the following documents as a single PDF file, **no later than 20 January 2025**:
- A cover letter detailing your interest in the position and relevant experience.
- A CV highlighting your skills and previous projects.
- A portfolio showcasing your work in programming, VR/AR/XR, video/audio editing, or related areas.
- Contact information for two references.

Contact: Chair of Art in Architecture of the Technical University of Munich, Prof. Sophie Erlund, Arcisstraße 21, 80333 München, email address: sekretariat.lbk(at)ed.tum.de.

As part of your application, you provide personal data to the Technical University of Munich (TUM). Please view our privacy policy on collecting and processing personal data in the course of the application process pursuant to Art. 13 of the General Data Protection Regulation of the European Union (GDPR) at https://portal.mytum.de/kompass/datenschutz/Bewerbung/. By submitting your application you confirm to have read and understood the data protection information provided by TUM. Find out more about us at www.tum.de.