Student Assistant I – Visual Arts | DAC – Lab Monitor

Location – CU Arts Building, 8th Floor

About this Job - General

The College of Arts & Media offers B.F.A. and B.A. degrees in Studio Arts, Art History, Film and Television and B.S. and M.S. degrees in Music with studies in the rapidly growing field of audio forensics. Student Assistants in the College of Arts & Media are considered support and training positions. These positions generally perform one identifiable set of duties so there is little variety. Examples of work or tasks to be performed include:

The primary function of this position will support the DAC student body and faculty in troubleshooting any software/technical difficulties that might arise. This includes but is not limited to issues with 3D software, general computer problems, and remote desktop connection. The other main function of the DAC lab monitors is to checkout and maintain equipment used in the labs. This includes installation of new computer hardware and software and general organization/cleaning of the computer labs. The DAC lab monitors will also help give tours of the labs to prospective students and perform other duties as assigned.

General Office Support:
- Check in/out equipment to DAC students/faculty
- Assist DAC students/faculty with technical/software issues
- Assist with installation of new hardware and software as needed
- Organize/clean the labs as needed
- Assist in giving tours of the DAC labs to prospective students
- Provide occasional classroom and instructional support as needed
- Other duties as assigned

Eligibility/Minimum Requirements:
- Must be an active student at UC Denver and a current DAC student at a Sophomore level or above
- Must have a basic understanding of Autodesk's Maya 3D software
- Basic computer troubleshooting
- Excellent communication skills in a positive and effective manner (written and verbal)
- Efficient multi-tasker and problem-solver
- Self-motivated with the ability to work well independently and as a team member
- Strong computer literacy

Preferred Requirements:
- Good understanding of multiple DAC utilized software packages (Maya, Arnold, ZBrush, Houdini, Nuke, Photoshop, After Effects, Substance Painter, Deadline Render)
- Strong understanding of computer troubleshooting techniques

- 3D Modeling
- 3D Texturing
- 3D Lighting

Conditions of employment:
- Must be willing and able to:
  - Work on-campus
  - Follow all University and department policies and procedures
  - Pass a criminal and sex-offender background check
  - Be available to work a minimum of 10 hours per week (and up to 20 hours per week)
  - Be able to lift/ carry up to 30 lbs.

Reports to: Bill Atkins, IT Senior Professional

Hours per week: 15 to 20 hours a week

Anticipated dates of employment (start/end)*:* as soon as possible

Compensation: $19.29/hour