



**Valdosta State University – Position Announcement**  
**College of the Arts – Department of Art & Design**

**Art Studio Supervisor/Shop Director/Program Instructor**

The **Department of Art & Design** seeks applicants for an **Art Studio Supervisor/Shop Director/Program Instructor**, with the potentiality of teaching. This is a 12-month academic staff position, tentative start date July 1, 2024.

The **Department of Art & Design** offers four comprehensive undergraduate degree programs and opportunities designed to prepare students for professional involvement in a 21st century environment. In addition to traditional studio areas such as Drawing, Painting, Ceramics and Sculpture, the Department also offers instruction in Photography (traditional & digital), Art Education, Interior Design, Art History, and digital media such as Graphic Design and UX/UI Desig. Sixteen dedicated art faculty-mentors provide a dynamic and challenging learning experience to approximately 200 undergraduate majors in the department. Studio facilities, equipment & technologies are constantly upgraded, affording our students the most current experiences in the classroom and studio environments. VSU is an accredited institutional member of the **National Association of Schools of Art and Design**.

Review of application will begin May 2, 2024, and continue until the position is filled.

For more information contact **Monika Meler, Department Head**, via email [mmeler@valdosta.edu](mailto:mmeler@valdosta.edu) or phone 229-333-5835.

**SUMMARY of RESPONSIBILITIES:**

- Oversee and manage the comprehensive wood shop facilities, sculpture studio, and/or classroom activities for the Department of Art & Design.
- Perform a variety of assignment-specific duties supporting studio areas in the Department:
  - Additional studio areas include jewelry/metalsmithing, printmaking, ceramics, and another areas as needed within the Department,
  - Operating and maintaining equipment,
  - Maintaining inventory and purchasing supplies and materials,
  - Assisting with curriculum development,
  - Instructing students, or teaching as an instructor of record (dependent upon the successful candidate's qualifications and experiences).
  - Other specialized tasks as assigned.

**REQUIRED QUALIFICATIONS:**

- Master's degree in art (Sculpture, Ceramics, Industrial Design, Furniture Design, Design, or equivalent area), and three (3) years of wood shop or related technician experience.
- Ability to independently identify areas for improvement (relating to safety, function, repair, upgrades, appearance, ease-of-use), create plans, and implement solutions.
- Self-motivated with strong creative problem solving, interpersonal, and organizational skills.
- Ability to learn and apply various maintenance skills quickly and independently as needed.
- Proficient with Microsoft Office and Adobe Creative Suites.
- Ability to manage a budget and utilize institutional procurement processes/purchase orders.
- Ability to work effectively in a collaborative setting.
- A record of mentoring students of diverse backgrounds and training.
- Ability to manage student employees.
- Ability to instruct students in the safe use of shop equipment and materials.
- Ability to monitor and assist students to ensure compliance with lab, shop, studio, and/or program rules and/or requirements.

## PREFERRED QUALIFICATIONS:

- Terminal Degree/MFA in Studio Art (Sculpture, Ceramics, Industrial Design, Furniture Design, Design, or equivalent area, and wood shop or related technician experience.)
- Experience working with and/or instructing undergraduate students in a three-dimensional artistic medium.
- Experience teaching 3D foundations, sculpture, and/or animation classes.
- Working knowledge of the theories of contemporary design, art, and art history.
- Experience with various fabrication techniques (i.e. wood, metal, plaster, etc.).
- Experience with advanced technologies such as 3D printing and laser cutting; oversight, maintenance, and repair.
- Basic knowledge with 3D modeling software (i.e. Google Sketchup, Rhino, AutoCAD, Revit, Maya, 3ds Max, Blender, etc.).
- Digital fabrication techniques and processes.
- Experience with power tools, pneumatic tools, hand tools, and general machine maintenance.
- Ability to modify existing objects and creatively fabricate jigs and/or replacement machine parts.
- Sculpture and metals facility/foundry knowledge and experience (welding, casting, etc.).

## REQUESTED MATERIALS

- CV
- Cover Letter
- Transcripts
- Portfolio of creative works
- List of references (3-5)

**(Job ID: 272059): Online application is required and should be submitted at**

<https://www.valdosta.edu/administration/finance-admin/human-resources/employment-opportunities.php>

Successful candidate will be required to complete a full background check.

The **College of the Arts** includes the **Department of Art & Design**, the **Department of Music**, and the **Department of Communication Arts** (Communication, Mass Media, Theatre & Dance, and MAIC). The College of the Arts is also home to the award-winning **Valdosta Symphony Orchestra** and the **Peach State Summer Theatre**, designated as the Official Musical Theatre of the State of Georgia. VSU is accredited by **NASAD, NASM, and NAST**. With ~80 faculty/staff members and approximately 700 students, the College offers a comprehensive range of undergraduate and graduate degree programs. For more information, <https://www.valdosta.edu/coa>.

**Valdosta State University**, founded in 1906 and elevated to university status in 1993, is a regional comprehensive university located on a gorgeous 168-acre campus of palm trees, vast green lawns, Spanish mission-style architecture, and an award-winning design. The university serves a student enrollment of approximately 10,000 from all states within the US and hosts over 300 international students from more than 76 countries. Located in the city of Valdosta, the city is a very family-friendly area with new housing developments, modest living costs, excellent public and private schools, vibrant music and arts scene, and a 170-acre theme park, Wild Adventures. The city is served by the Valdosta Regional Airport and is home to Moody Air Force Base. The city is located just north of the Florida state line on Interstate 75 and is within a two-hour drive of Jacksonville and Tallahassee, Florida, and a three-hour drive of Atlanta, Georgia. For more information visit <https://www.valdosta.edu> and for more information about the community visit <http://www.valdostachamber.com>

Valdosta State University is an equal opportunity educational institution. It is not the intent of the institution to discriminate against any applicant for admission or any student or employee of the

institution based on the age, sex, race, religion, color, national origin, disability, or sexual orientation of the individual.

