



## FACULTY OF APPLIED SCIENCES AND TECHNOLOGY

### Lecturer – Immersive Software Engineering

#### Job Description

#### Ideal Candidate Profile

As an experienced or aspiring lecturer, you are a practitioner with hands-on skills and strong domain competence. You bring industry experience, personal management skills, subject matter expertise, and best practices to provide rich, authentic, and applied learning experiences.

- **Academic** - You will hold a master's degree or an equivalent professional qualification to teach at the undergraduate level, and a professional doctorate or an equivalent terminal qualification to teach at the postgraduate level.
- **Experience** - You will be an industry practitioner with:
  - 1) at least two (2) years teaching or research experience at the tertiary level
  - 2) The ability to transfer knowledge and concepts relating to the learning outcomes in a clear and accessible manner.
  - 3) The capability to mentor and support learners throughout the programme schedule, providing synchronous and asynchronous engagement to help them complete cognitive and performance-based assessments.
  - 4) The ability to teach and demonstrate advanced software engineering skills, tools, and methodologies aligned with industry standards.
  - 5) A commitment to ensuring that teaching design, delivery, and assessment comply with departmental quality, academic, and regulatory standards.
- **Personal Management Skills** - You will have excellent English communication skills and advanced digital and information literacy.
- **Subject Matter Expertise and Instructional Quality** - You will have specialised expertise in one or more of the following Immersive Software Engineering areas:
  - Security Engineering
  - Software Programming Principles & Practices in Java I
  - Agile Project Management
  - Cloud Computing & DevOps
  - Database & SQL Programming
  - Web Designing / Front-End Engineering
- **Key Performance Areas:**
  - Teaching and learning at the postgraduate level
  - Curriculum development and enhancement
  - Assessment and timely feedback
  - Applied laboratory, coding, and project supervision
  - Research and scholarly engagement
  - Alignment with CPI's instructional and quality assurance standards



- **Best Practices.** You will be familiar with modern software engineering practices, development tools, cloud platforms, coding standards, and agile methodologies, and able to mentor learners in applying these to real-world or simulated environments.
- **Remuneration.** Excellent hourly rates are offered, commensurate with qualifications and experience.

**Application process:**

To apply, please email your résumé and supporting documentation to [vacancy@captech.edu.jm](mailto:vacancy@captech.edu.jm), addressed to Staff Recruitment and Selection, Caribbean Polytechnic Institute, 22B Old Hope Road, Kingston 5.