The Department of Architecture at the University of Washington, an internationally recognized professional school offering B.A., M.Arch, and MS degrees, and participating in a college-wide Ph.D., announces two full-time nine-month tenure-track positions at the assistant professor rank.

Position 1: ARCHITECTURAL DESIGN & COMPUTATION

Applications are invited in the area of Computation and Design. The successful applicant will be expected to contribute to the exploration of digital design within the B.A. and M.Arch. studio programs, as well as to establish and pursue a research focus in an area of design computing (cognition, fabrication, representation, interaction, etc). S/he will be expected to lead studios exploring architecture and computing, teach lecture and seminar courses in design computing topics, and work with students in the professional (M.Arch.), post professional (M.S.) and doctoral (Ph.D.) programs. As a member of the Design Machine (research) Group, the successful applicant will be expected to collaborate in the conduct of research contributing to the expansion of the field.

Candidates must have at least a professional (M.Arch) degree in architectural design and significant professional or academic experience in computing. Of particular interest are candidates who demonstrate design excellence and who will work with current faculty in both design and computing. Salary will be commensurate with experience.

Review of applications for Position 1 begins December 1, 2005.

Position 2: ARCHITECTURAL GRAPHICS & DESIGN

Applications are invited in the area of Architectural Graphics and Design. The selected candidate will be expected to assume a leadership role in the design graphics portion of the architecture curriculum. In addition to teaching graphics courses, s/he will teach associated introductory architectural design studios, often as a member of a team. Additionally, s/he may offer advanced studios at the B.A. or M.Arch. level and/or courses in an area of specialization within the architecture curriculum.

Candidates must have at least a professional (M.Arch) or equivalent professional degree. They must also demonstrate potential for exceptional achievement in a specific area of creative practice and/or research in the area of design graphics and representation. Favorable consideration will be given to candidates with a record of effective teaching and demonstrated graphic ability. A record of creative achievement in architectural practice or research is desirable. Salary will be commensurate with experience.


APPLICATION REQUIREMENTS FOR EITHER POSITION

Both appointments are scheduled to commence in the next academic year. Applications must be in an 8.5 x 11 inch or A4 format, and include the following:

- Current curriculum vitae
- A short statement of interest outlining teaching, research and/or practice interests (2 pp max.)
- Preliminary evidence of teaching/creative achievement/research (10 pp max.)
- Names, addresses, phone/fax numbers and email of at least three references

Send completed applications to the following address (specify “Position 1” or “Position 2”):

Faculty Search Committee, Position 1 (or 2)
Department of Architecture
208 Gould Hall - Box 355720
3949 15th Ave NE
Seattle, WA 98195-5720

The above materials will not be returned. The candidate should be ready to send, on short notice, a complete portfolio of work. If requested, this will be returned.

Applications will be accepted on a rolling basis. Review of applications begins as indicated above, and will continue until the positions are filled.

For further information, email archsrch@u.washington.edu. See also http://depts.washington.edu/archdept/

The University of Washington is building a culturally diverse faculty and strongly encourages applications from female and minority candidates. The University is an Equal Opportunity / Affirmative Action Employer.