

Game Lab Specialist – MBRSC

The American University in Dubai invites qualified applicants to apply for the position of **Game Lab Specialist – MBRSC**.

The Game Lab Specialist supports the day-to-day technical and operational delivery of the Game Design & Development program's hands-on learning environment. This role offers the opportunity to help shape game development education in the UAE by supporting students and faculty in a collaborative, production-oriented setting. The position reports to the Program Lead and works closely with faculty, IT, Facilities, Procurement, and Marketing.

Principal Responsibilities:

- Ensure the game lab is fully operational and ready for use every day, including computers, equipment, software, furniture, and the physical space.
- Enforce lab rules and procedures, including appropriate use of equipment, lab access, safety, cleanliness, and responsible conduct.
- Set up, maintain, and troubleshoot lab computers, input devices, display equipment, and internet and network connectivity; escalate to the IT department when needed.
- Install, update, and standardize all required software across lab machines, including game engines, development tools, drivers, and plugins; maintain consistent lab machine images.
- Take on teaching responsibilities when formally assigned, subject to institutional and regulatory requirements and under the academic oversight of the Program Lead.
- Provide direct support to students throughout the day and during teaching and project production, including software setup, debugging help, build and export issues, and basic performance troubleshooting.
- Maintain lab documentation and lab asset control, including inventory records, equipment check-in and check-out, condition reporting, and maintenance, repair, and upgrade requests (including non-technical items such as furniture and room fixtures).

Essential Qualifications:

- Bachelor's degree in game design & development, Computer Science, Interactive Media, or a related field (or equivalent professional experience).
- Proficiency in game development pipelines and at least one game engine such as Unity or Unreal Engine (experience with both is a plus).
- Working knowledge of programming/scripting relevant to game development (e.g., C#, C++, Python, JavaScript).
- Ability to communicate technical concepts clearly to students and faculty with varied experience levels.
- Strong problem-solving skills and the ability to multitask and work independently as well as collaboratively.
- Excellent organizational skills and attention to detail.

Preferred Qualifications

- Master's degree in game design and development or relevant field.
- Prior industry experience in game development, interactive media, or technical support for production teams.
- Experience within higher education institutions such as prior mentoring, teaching assistant, or workshop facilitation experience.

Applications will be accepted and evaluated until this position is filled.

Preference will be given to candidates who are already located in the UAE.

Interested applicants must submit the following required documents via email to recruitment@aud.edu.

Please state the title of the position as the subject of the email.

- Cover letter
- Updated CV
- Contact information of three (3) academic/professional references

No telephone calls please.

While we thank all applicants for their interest, only those under consideration will be contacted for a follow-up interview.