



Part Time Software Instructor for Architectural Visualization and Simulation

Specification	Essential	Desirable
Knowledge and Qualifications	• Bachelor's degree or higher in Architecture, Architectural Technology, Engineering, Digital Design, or related discipline. • Strong knowledge of architectural rendering workflows, including Twinmotion, Enscape, and D5 Render. • Understanding of CAD/BIM model preparation, materials, lighting, cameras, and presentation output.	• Master's degree in Architecture, Architectural Technology, Building Performance, or a related field. • Knowledge of analysis and simulation software such as DesignBuilder, Autodesk Revit analysis tools, and CFD applications.
Experience	• Experience delivering compact software sessions, workshops, or technical demonstrations. • Practical experience supporting rendering workflows and resolving common software/file issues. • Ability to guide students in applying software to studio projects, portfolios, and design presentations.	• Previous teaching or training experience in higher education or a design-studio context. • Experience with environmental analysis, energy simulation, daylight analysis, airflow/CFD, or performance-based design tools.
Interpersonal Skills	Communicates clearly; supports students professionally; works collaboratively with faculty; and provides patient, constructive guidance to learners with different levels of software ability.	Experience mentoring architecture or design students in studio-based, workshop-based, or software-support learning environments.
Software / Technical Skills	• Proficiency in Twinmotion, Enscape, and D5 Render, including scene setup, materials, lighting, cameras, animation/export settings, and presentation outputs. • Ability to prepare concise learning resources and support basic software configuration where required.	• Knowledge of DesignBuilder, Autodesk Revit analysis workflows, CFD simulation, climate/daylight/energy analysis, and interoperability between BIM, rendering, and simulation tools.



الكلية العالمية
GLOBAL COLLEGE
of Engineering and Technology الهندسة والتكنولوجيا

JOB DESCRIPTION

Part Time Software Instructor

Grade: Part Time Software Instructor

Reporting to: Head of UPEM Department

Post Holder: Part Time Software Instructor

Salary and Benefits: As per contract

Effective Start Date: As per appointment

Description

The Part Time Software Instructor is responsible for delivering compact, practice-oriented software sessions and workshops to strengthen students' skills in architectural visualization, rendering, and, where applicable, environmental analysis and simulation. The post holder supports students and faculty in using Twinmotion, Enscape, D5 Render, and related digital workflows for studio projects, design reviews, portfolios, and assessment preparation.

Duties and Responsibilities

- Deliver compact software workshops, demonstrations, and technical support sessions for architecture students.
- Support students in using Twinmotion, Enscape, and D5 Render for rendering, animation, materials, lighting, scene composition, and presentation output.
- Assist students in preparing CAD/BIM models for visualization and resolving common workflow, export, and file-management issues.
- Provide guidance on software use for studio projects, design reviews, portfolios, and assessment submissions.
- Where expertise allows, support students in analysis and simulation tools such as DesignBuilder, Autodesk Revit analysis tools, and CFD applications.
- Advise on software installation, basic configuration, file management, and digital workflow good practice.
- Collaborate with faculty to align workshops with module requirements, studio briefs, and learning outcomes.
- Prepare concise learning materials, tutorials, example files, and workshop exercises.
- Promote ethical, accurate, and professional use of digital tools in architectural design, visualization, and analysis.

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