

Job Title: Animation teaching assistant

Reports To: Course Leader / Stage Leader / Lecturer

Location: On-Campus (In-Person Classroom & Studio Support)

About MA Character Animation

MA Character Animation at Central Saint Martins is a two-year extended full-time practical animation course that also encourages research and contextual thinking. We teach students how to make their characters do much more than move – we will teach how to make them perform. Students learn about timing, software, storytelling, character design, film language and take life drawing lessons.

Role Overview

We are seeking a proactive and technically skilled Animation Teaching Assistant to support our lecturing staff and first year postgraduate students during active classroom and studio sessions. In this role, you will provide critical hands-on guidance during practical animation exercises, help students troubleshoot technical software challenges, and maintain an engaging, supportive learning environment.

Key Responsibilities

- **Classroom & Studio Support:** Maintain a consistent, active presence in all scheduled studio and lecture sessions to assist the unit leader with smooth class delivery.
- **Student Guidance:** Provide one-on-one and small-group assistance to students during practical animation exercises, offering feedback on timing, pacing, and core animation principles.
- **Technical Troubleshooting:** Help students navigate and resolve technical issues within industry-standard animation software during class hours.
- **Learning Environment:** Foster a welcoming, inclusive space where students feel comfortable asking questions and seeking creative or technical help.
- **Preparation & Coordination:** Liaise briefly with the unit lecturer prior to sessions to align on class objectives, assignment specs, and key software workflows.

Key Requirements & Qualifications

- **Subject Expertise:** Solid understanding of core character animation principles (e.g., squash & stretch, timing, anticipation, staging).
- **Software Proficiency:** Strong working knowledge of key industry software. Essential Skills - TV Paint and Dragonframe

Desirable Skills - Maya, Blender, Adobe Animate, Toon Boom Harmony, After Effects.

- **Communication Skills:** Clear, patient, and effective verbal communication skills tailored to supporting learners at varying skill levels.

- **Reliability:** Excellent timekeeping and dependable in-person availability for scheduled class timetables.
- **Subject Expertise:** Solid understanding of core character animation principles (e.g., squash & stretch, timing, anticipation, staging).
- **Qualification:** An MA in Animation

Application

- **Portfolio:** Please include a link to your showreel or links to your animated work.
- **Cover Letter:** Please include a short cover letter outlining your interest in the Animation Teaching Assistant role and explaining how your animation experience, technical skills, software knowledge and understanding of animation principles meet the requirements of the position. Please also highlight any relevant teaching, mentoring, workshop, studio or collaborative experience, and explain how you would contribute to creating a supportive and inclusive learning environment for students.