Indigenous.Link

Canada's fastest growing Indigenous career portal, Careers.Indigenous.Link is pleased to introduce a new approach to job searching for Indigenous Job Seekers of Canada. Careers.Indigenous.Link brings simplicity, value, and functionality to the world of Canadian online job boards.

Through our partnership with Indigenous.Links Diversity Recruitment Program, we post jobs for Canada's largest corporations and government departments. With our vertical job search engine technology, Indigenous Job Seekers can search thousands of Indigenous-specific jobs in just about every industry, city, province and postal code.

Careers.Indigenous.Link offers the hottest job listings from some of the nation's top employers, and we will continue to add services and enhance functionality ensuring a more effective job search. For example, during a search, job seekers have the ability to roll over any job listing and read a brief description of the position to determine if the job is exactly what they're searching for. This practical feature allows job seekers to only research jobs relevant to their search. By including elements like this, Careers.Indigenous.Link can help reduce the time it takes to find and apply for the best, available jobs.

The team behind Indigenous.Link is dedicated to connecting Indigenous Peoples of Canada with great jobs along with the most time and cost-effective, career-advancing resources. It is our mission to develop and maintain a website where people can go to work!

Contact us to find out more about how to become a Site Sponsor.

Corporate Headquarters:
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Toll Free Fax: (877) 825-7564
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Keewatin, ON P0X 1C0

SESSIONAL LECTURER - SFWRTECH 4CG3 - COMPUTER GRAP

Job ID	**37666-6951**
Web Address	https://careers.indigenous.link/viewjob?jobname=37666-6951
Company	McMaster University
Location	Hamilton, ON
Date Posted	From: 2021-04-19 To: 2050-01-01
Job	Type: Full-time Category: Education

Description

This course is delivered in an online format3D graphics platforms. Languages for computer graphics development: Maya API, Unity, CUDA/Open CL, open source software. Creation of 2D and 3D images. GPU architecture considerationsDepartment: W Booth School of Engineering Practice and TechnologyTerm: sPRING/SUMMER 2021Course Code: SFWRTECH 4CG3# of Units: 3Course Name: COMPUTER GRAPHICSCourse Days & Hours: Monday 6:30-9:30pmStipend: $8,190