



Job Description

Post	Immersive Trainer
Contract	Initial fixed term contract (1 November 2025 - 31 March 2026)
Hours	Full time
Salary	£30,000 - £35,000 pro rata per annum
Benefits	Access to company pension scheme. 30 days paid holiday pro rata per annum, including public holidays. Plus days gifted between Christmas Day and New Years Day

About BOM

BOM is an immersive arts organisation, engaging and empowering communities through innovation with immersive technology and inclusive learning programmes. We innovate with virtual and augmented reality (VR/AR), games and other interactive content to create award-winning immersive experiences with strong social purpose.

Our learning programmes reach underserved children, young people and adults through immersive arts education programmes, creating a diverse and highly skilled creative community and helping people realise their creative potential.

About the Role

The Immersive Trainer leads delivery of BOM's adult education Immersive Arts Bootcamp. The role involves empowering creative practitioners with core skills in 3D development and working with the wider BOM team to facilitate their entry to, or progression within, the creative industries.

The role is responsible for delivering high-quality training in Blender, Unreal Engine 5, and various immersive technologies (VR, AR, and extended reality), working with the Technician at BOM to incorporate virtual production elements. Additionally, this role includes the administration and management of the Bootcamp programme, working with the Finance and Operations Assistant to ensure accurate and timely data reporting to funders.

Key Responsibilities

- Leading delivery and teaching of BOM's Immersive Arts Bootcamp programme
- Recruitment and onboarding new learners
- Tracking learner progress and providing 1:1 support to help them progress
- Delivery of follow-on support sessions, providing technical support to learners

For more information on BOM, please visit www.bom.org.uk.

Supervisory responsibilities/position in structure

Reports to	Head of Programme
Line management of	N/A

Duties & Responsibilities

<p>Main Responsibilities Include:</p> <ul style="list-style-type: none"> ● Bootcamp Delivery: Deliver scheduled training sessions to Bootcamp learners in line with the agreed curriculum. ● Learner Support: Provide guidance and assistance to learners throughout the programme to support their progression. ● Administration: Manage the day-to-day administration of the Bootcamp including scheduling, attendance monitoring, learner records, and reporting to funders. ● Onboarding: Support the onboarding of new Bootcamp learners to ensure a smooth start and positive learning experience. ● Feedback and Evaluation: Gather and record learner feedback to support continuous improvement of the Bootcamp. ● Safeguarding: Working with Designated Safeguarding Lead (DSL) at BOM to report any concerns around safeguarding, and ensure BOM's PREVENT Action Plan is implemented for effective safeguarding. ● Professional Development: Undertake training as required for continuous professional development, high quality teaching and learning, keeping personal action plan updated.
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Person Specification

Requirement	Essential / Desirable
Good working knowledge of industry-standard immersive tools such as Blender, Unreal Engine.	Essential
Experience delivering training in immersive technologies or related digital skills.	Essential
Strong communication and presentation skills	Essential
Administrative experience including record-keeping, scheduling and reporting	Essential
Ability to work inclusively with learners from diverse backgrounds.	Essential

A portfolio (or evidence) of relevant professional and training experience	Essential
Teacher training qualification	Desirable
Collaborative team player	Essential
Ability to inspire others about the work of BOM	Essential
Awareness of the Government's PREVENT Strategy and safeguarding procedures	Desirable

Applications:

Please email your CV and cover letter (no more than 2 pages) to info@bom.org.uk outlining why you believe you're suitable for the role, and your relevant skills and experience.

Closing date for applications: 12pm, Friday 19th September 2025.

Interviews: Tuesday 30th September 2025.