

Tenure-Track Faculty Position in Geophysics  
(position number 198994, requisition number 1500158F)

The Department of Physics at New Mexico State University invites applications for a tenure-track faculty appointment in Computational Geophysics. Candidates with computational skills in seismology, crustal and mantle dynamics, and thermo-mechanical properties of rock systems are invited. A strong computational and physics background is required. The NMSU Physics Dept. offers Bachelor's degrees in Physics and Engineering Physics and Master's and Doctoral degrees in Physics and Geophysics. Current research areas in the department include high-energy nuclear and particle physics, solid-state/condensed-matter physics and materials science, optics, and geophysics. There are additional university strengths in Astronomy (helioseismology and planetary physics), Electrical and Computer Engineering, and Mechanical Engineering. The successful candidate is expected to initiate and maintain an active, externally funded research program, supervise graduate students, and to teach at both undergraduate and graduate levels. Appointment will be at the Assistant Professor level. A Ph.D. degree in Physics, Geophysics, or related field is required, and postdoctoral experience is highly desired.

Applications must be filed electronically at (<http://jobs.nmsu.edu>) and the deadline for applications is February 15, 2016. Applicants should attach a resume, a statement of research interests, a short description of the candidate's teaching philosophy and the names and addresses of at least three persons familiar with the candidate who are willing to provide letters of reference. The position is anticipated to start in Fall, 2016.

For further information or questions please contact the Head of the Search Committee, Prof. Tom Hearn, at [thearn@physics.nmsu.edu](mailto:thearn@physics.nmsu.edu). NMSU is an Equal-Opportunity/Affirmative-Action employer; Minorities, Females, Veterans, and those with a Disability are particularly encouraged to apply.