



**Faculty Position in the Grado Department of Industrial and Systems Engineering
Virginia Tech – Assistant Professor, Stochastic Processes**

The Grado Department of Industrial and Systems Engineering (ISE) at Virginia Tech invites applications for a tenure-track faculty position at the rank of Assistant Professor, effective August 2018. We seek outstanding candidates in all areas of *Stochastic Processes* and more generally in *Stochastic Operations Research*. Candidates will have the opportunity to work with a wide range of research groups and faculty within the Department, College, and University, including those working in the areas of data analytics, simulation methodology, stochastic and/or simulation optimization, stochastic queueing and queueing networks, decision sciences, health systems and technology, medicine, telecommunications, financial engineering, and intelligent infrastructure, among others.

The ISE Department is comprised of 30 full-time faculty with approximately 550 undergraduate students, 170 master's students, and 90 doctoral students. The undergraduate and graduate ISE programs are currently ranked eighth and sixth, respectively, by U.S. News & World Report. Additional information about the department can be found at www.ise.vt.edu.

Candidates are expected to lead innovative and high-quality research, build a strong sponsored-research program, develop and teach graduate and undergraduate courses in ISE, and advise and mentor graduate and undergraduate students. The position requires a Ph.D. in industrial and systems engineering, operations research, or a closely related field. Preferred qualifications include demonstrated experience with interdisciplinary teaching or research in areas that align with existing departmental research strengths and with Virginia Tech's university-wide, multidisciplinary focus on Data and Decisions.

In addition to collaborating with faculty in ISE, the successful candidate will have the opportunity to engage in transdisciplinary research, curriculum, and outreach initiatives with other university faculty members working in the university's *Data and Decisions* Destination Area

(<https://provost.vt.edu/destination-areas.html>). The *Data and Decisions* Destination Area is focused on advancing the human condition and society with better decisions through data. Faculty working together in this area are integrating data analytics and decision sciences across the transdisciplinary research and curriculum efforts at Virginia Tech and beyond.

Interested individuals should apply online at jobs.vt.edu (posting number TR0170184). Candidates should submit a cover letter, current CV, research statement, teaching statement, three relevant research publications, and the names of at least three references. Review of applications will begin immediately, and the deadline for ensuring full consideration is December 31, 2017. The position will remain open, and applications may be considered until the position is filled. For more information or for any questions about the search, please contact the Search Committee at (ise-search@vt.edu). Applicants interested in meeting with a faculty member at the Winter Simulation 2017 Conference should contact the Search Committee at (ise-search@vt.edu). Applicants are also encouraged to include in their cover letter a list of any presentations they have at this conference.

Virginia Tech is committed to a culturally and ethnically diverse campus environment and to principles that promote inclusive practices. Virginia Tech does not discriminate against employees, students, or applicants on the basis of age, color, disability, gender, gender identity, gender expression, national origin, political affiliation, race, religion, sexual orientation, genetic information, or veteran status. Virginia Tech is the recipient of a National Science Foundation ADVANCE Institutional Transformation Award to increase the participation of women in academic science and engineering careers. The ISE Department strongly supports the Virginia Tech Principles of Community.