



Job Announcement

Student Assistant for Virtual Reality Applications

Job description

Work on intersection of embodied AI and game development.

- ✓ Development of an interactive VR application which combines robotics research, AI, and a user-centered interface
- ✓ Methods: Virtual reality, game development, robotics, explainable AI

What we offer

- ✓ Work with an interdisciplinary team within the Lamarr network
- ✓ Deepen your knowledge in SOTA methods
- ✓ Active contribution to scientific projects
- ✓ Flexible working hours

Key requirements

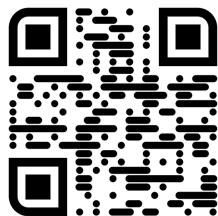
- ✓ Solid programming skills (Unreal Engine, Unity, Python, PyTorch, C++ and git)
- ✓ Experience with game or VR/AR/XR development
- ✓ Bachelor degree in computer science or engineering
- ✓ Enrolled in a computer science master program or similar

Valuable qualifications

- ✓ Excellent problem-solving and communication skills
- ✓ Enthusiasm, reliability and strong sense of responsibility
- ✓ Ability to create well-structured code, while keeping an eye on the big picture

Application

- ✓ Include motivational letter, curriculum vitae and transcript of records
- ✓ Please describe your experience with game engines or XR applications in the letter of motivation
- ✓ Languages: English or German
- ✓ Email single PDF until July 10, 2024, to deheuvel@cs.uni-bonn.de



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