

RESEARCHER IN VIRTUAL AND AUGMENTED REALITY

JOB DESCRIPTION

Artanim is looking for a researcher in AR/VR development combined with motion capture technologies. The main focus will be on the development of various new techniques and AR/VR applications ranging from medicine to entertainment.

WORKING ENVIRONMENT

The position is available within the Artanim Foundation, Geneva, Switzerland. The applicant will join a modern R&D lab equipped with cutting-edge motion capture technologies. The foundation has many years of experience in R&D related to VR/AR, real time motion interaction and animation, and motion capture applications from different technologies.

Artanim was founded in 2011 and is a non-profit research institution dedicated to the promotion and development of motion capture technologies in the medical and virtual reality fields. The offices are located in Geneva, an international city which provides an outstanding quality of life and opportunities all around the year.

PROFILE OF THE CANDIDATE

The candidate has a proven industrial or academic track record of AR/VR research and development for real-time applications, and has a great affinity with computer graphics, mathematics and software development.

Duties and responsibilities:

- The research and development of AR/VR solutions combined with motion capture technologies.
- Development of new projects and collaborations with other industries/research institutions.
- Close collaboration with other researchers in the team.
- Publication of research results.

Requirements:

- A PhD degree, or a Master degree with several years of R&D in Computer Science, Engineering, Mathematics or equivalent.
- A proven track record of AR/VR development for games or other real-time applications.
- Several years of professional software development experience.
- Strong programming skills in C, C++ and/or C#.

- Experience with the development of AR/VR solutions with real-time engines such as Unity/Unreal/CryEngine/etc.
- Knowledge of motion capture systems and software (body, face and/or fingers capture) is of advantage.
- Experience in game programming and/or 3D character animation are a definite plus.
- Good interpersonal communication and collaboration skills.
- Good spoken and written English.

HOW TO APPLY

Candidates should send electronically an application with complete CV, grades, relevant certificates, and links to relevant prior publications via email.

The compiled material should be sent in PDF format to Dr. Caecilia Charbonnier, Research Director, caecilia.charbonnier@artanim.ch

Please feel free to get in contact in case of questions. For more information about Artanim, please refer to www.artanim.ch