

SENIOR RESEARCHER IN VIRTUAL REALITY AND CHARACTER ANIMATION

JOB DESCRIPTION

Artanim is looking for a senior researcher in VR development combined with motion capture technologies. The candidate will work on a H2020 European research project, called VR-Together (<http://artanim.ch/project/vr-together/>), and develop new tools combining VR and offline/real time motion capture. He/she will also participate in the evaluation of the social VR experiences developed within the project.

The position is available at 100%, starting January 2019.

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 VR and 3D character animation 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 VR solutions combined with motion capture technologies.
- Elaboration of research protocols and conduct of experiments for the evaluation of social VR experiences.
- Project management, participation to project's meetings, and contribution to the required tasks and deliverables within the scope of the VR-Together project.
- 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 in character animation solutions in modern game engines such as Unity/Unreal/CryEngine/etc.
- Several years of professional software development experience.
- Strong programming skills in C, C++ and/or C#.
- Experience with the development of VR solutions with real-time engines such as Unity/Unreal/CryEngine/etc.
- Experience with optical motion capture systems and software (body, face and/or fingers capture), preferably Vicon.
- Knowledge of physiological sensors (e.g., skin conductance, heart rate, skin temperature) and behavioural measures (e.g., analysis of movements patterns) is of advantage.
- Experience in game programming is a definite plus.
- Good interpersonal communication and collaboration skills.
- Good spoken and written English.
- Swiss national, European citizen or holder of permit B / C / G.

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