Open Position with the Computer Graphics and Virtual Reality Group Bremen

PhD research position
with the Computer Graphics and Virtual Reality Group
at the University of Bremen, Germany,
to be filled as soon as possible
reference no.: A252/15

Salary is according to the German Federal pay scale (1/2 TV-L 13).

Job Description:
The work in this position will comprise 3D geometric algorithms, virtual reality, and 3D visualization techniques. In many of the application areas we are currently working on (e.g., space mission simulation or operating rooms), efficient collision detection, penetration computation, and collision handling algorithms are important enabling technologies. In addition, visualization and interaction techniques are necessary for providing good understanding of the progress and the results of the simulation. Often, both the visualization and the interaction take place in 3D virtual environments.
The work will comprise the design and development of those techniques and algorithms, in collaboration with a small team working already on various interactive and VR simulator projects.
The tasks will also comprise a small amount of help with teaching in the computer science program (e.g., as teaching assistant).

About us:
The position offers great opportunities for collaboration with other members of both the computer graphics group and other groups. This job provides a vibrant research environment where a broad range of activities related to space exploration and virtual reality are being pursued. The successful candidate will be working with a dynamic, friendly, and helpful team of computer graphics researchers. Our research group is part of the school of computer science at University of Bremen. Our university is a mid-sized university with about 20,000 students, a lot of them from abroad, offering a broad range of fringe benefits such as sports facilities, cultural activities, and daycare.

Qualifications:
Candidates should have an excellent Master’s degree or equivalent in computer science, or related disciplines such as mathematics, physics, etc. Required skills are solid experience in C++ software development, and a good command of English (reading/writing/speaking). Ideally, you have specialized in real-time computer graphics or physically-based simulation, you are capable of effectively applying mathematical methods, and you have good knowledge in GPGPU programming. In addition, the successful candidate will be highly self-motivated, passionate about their work, and have good ability to work both independently as well as in a team in a multidisciplinary environment.

Conditions of employment:
The position is available for a period of three years (under the condition of job release), with the aim of extension.
As the University of Bremen intends to increase the proportion of female employees in science, women are particularly encouraged to apply. In case of equal personal aptitudes and qualification, disabled persons will be given priority. Applicants with a migration background are welcome.

How to Apply & What to Do in Case of Questions:
Applications should comprise a cover letter, complete CV including any achievements, degree certificates (including list of courses and grades), names and contact details of at least two referees, and other credentials if any (e.g., recommendation letters, publications, etc.). Please send your application to:

G. Zachmann
University of Bremen
Bibliothekstr. 1
28359 Bremen / Germany

or by email

Prof. Dr. Gabriel Zachmann, zach at cs.uni-bremen.de

Application deadline: March 1, 2016 (or until a suitable candidate is found). If you have any questions about the position, please do not hesitate to address them to the above email address.

For a paper-based application, please make sure you only send document copies, as all received application material will be destroyed after the selection process.