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,
full time, to be filled as soon as possible

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

**Job Description:**
The work in this position will be carried out within the SFB “EASE – Everyday Activity Science and Engineering” (funded by the DFG), which is to perform fundamental research to enable robots to do human everyday activities, such as setting a table or loading a dish washer.

One strand of research of the CGVR lab in this endeavor is sub-project H01 (“Acquiring activity models by situating people in virtual environments”), where we will deal specifically with the challenge of grasping. Here, the task is to develop novel methods such that a human user can grasp virtual objects using a virtual hand with high simulation fidelity and high dexterity. The goal is to allow humans to interact with virtual objects just like in real life, and to study their grasping behaviors under a large variety of scenarios and parameters.

The successful candidate is expected to work towards achieving his PhD with this project. His 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 3D graphics algorithms and virtual reality are being pursued (see [cgvr.cs.uni-bremen.de](http://cgvr.cs.uni-bremen.de)). 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 in computer science, or a related discipline such as mathematics, physics, etc. You should be passionate about your work and highly self-motivated. 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 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. Speaking German is a plus, but not required.
Conditions of employment:
The position is available until June 30, 2021 (under the condition of job release).

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 motivation 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 with reference-no. A193/17 to:

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

or per email: Prof. Dr. Gabriel Zachmann, zach at cs.uni-bremen.de

Application deadline: January 9, 2018 (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.

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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.