Student Assistant position: Unreal Engine Development

The DigiTwinAIT project is an initiative by High-Performance Visualization Group from ZeTeM, backed by DLR Space Agency. The DigiTwinAIT project aims to create a prototype digital twin application to support complex procedure of spacecraft development, utilizing Augmented Reality headsets as a front-end to display information through holograms, as well as collect data through its sensors.

We are looking for a student assistant to support the development of the visualization framework for around 10 hours per week.

These tasks await you:

- Visualization pipeline that transcripts processes and models stored in digital twins to holograms displayed to the user
- Extension of the application to multi-user
- (Possibly) Object detection/scene understanding for markerless hologram placement

You will fit in with us if you have the following:

- Experience in 3D Engine (preferably Unreal) and good programming skills in C++
- High Interest in Augmented Reality technologies
- Followings are not needed but definitely a plus
  - Experience with Git & Linux
  - Interest in Robotics/SLAM

If you are interested, please send your application with your enrolment certificate, short motivation letter and CV (in pdf format) to our group (hpvis@uni-bremen.de).

We're looking forward to your application!