Full Time: Software developer for computer graphics and virtual reality based systems

Availability: From Jan 2017 and onwards
Contact: Dr. Suraj Nair suraj.nair@tum-create.edu.sg
Location: TUM CREATE, Singapore

Background
We have open position for experienced software developers for developing, maintaining and operating virtual reality based big data visualization systems

Objective & tasks
TUM CREATE is researching into the Ultimate Public Transport System for Singapore. Autonomous mobility and enabling infrastructure will be a key focus. The research results emerging from the different research groups will be demonstrated in a unified virtual platform. The platform will provide an experience beyond visualization. It will serve as an immersive demonstrator which will use cutting edge technology in computer graphics and virtual reality to enable scientific technology demonstration to researchers, Singaporean agencies, and the general public. The candidate selected for this job will work on the software development aspects of such a demonstrator.

Min. Years of Experience: 2-5 years
Degree Level: Master/Bachelor
Degree Specialisation: Computer Science

What we offer you
- An international and multidisciplinary working environment
- Opportunity to work on a project with real-life relevance and state of the art robotic systems

Soft Skills
- Ability to work independently on tasks
- Ability to work in groups consisting of software developers and scientific researchers
- Team player and goal oriented

Programming Skills
- C++, Java, Python
- Comfortable with Linux, CMake, Git

Technical Requirements
- Knowledge and experience in concepts related to computer graphics and rendering systems
- Knowledge and experience with of computer graphics frameworks such as OpenGL, VRML, Coin, SoQT, OpenSceneGraph, OpenInventor, Unity 3D
- Experience with graphics modelling tools such as Blender, Maya
- Ability to collaborate with groups consisting of software developer and researchers
- Knowledge of motion capture systems for Virtual/Mixed Reality
- Knowledge/Experience with CAVE systems, VideoWalls, Stereoscopic Renderers

Send your resume/CV to the contact person if interested
NOTE: Only shortlisted candidates will be contacted