CALL FOR CONTRIBUTIONS

Re:creation Virtual and Augmented Reality laboratory (http://recreation.ee/) is pleased to announce the immediate availability of a half-year contract position for a developer interested in contributing towards the following project: "Advanced User Interfaces for Virtual Reality Applications."

The aim of the project is to develop a reusable, general approach and/or framework for building user interfaces in VR with a strong emphasis on industrial applications (e.g., visualization of time series data). The tasks are:

• Use Unreal Engine 4 to implement the UI framework (using Blueprints/Cpp);

• Apply the framework/UI components in a particular application involving laboratory models of industrial control objects (e.g., the VR user must be able to draw a trajectory that a particular simulated virtual component must follow).

What we are offering:

• A contract-based gross salary of 800 EUR/month for a 6 month appointment;

• The possibility to gain knowledge and improve your skills in a friendly team of developers dealing with cutting-edge technology with the possibility to extend your contract beyond the appointment period;

• Involvement in a project geared towards real-life industrial applications.

Expected candidate skills: basic knowledge of computer-aided design (CAD) software tools, such as Blender; good working knowledge of Unreal Engine Blueprints and Cpp and programming and/or UI interactions design skills.

Candidates interested in the contract should send a motivation letter (in free form, incl. in email body text) and CV to the project lead Dr. Aleksei Tepljakov via email aleksei.tepljakov@taltech.ee with the subject line "VR UI Project Application".

Deadline for submitting the motivation letter is **May 3, 2019**.

Decisions will be sent out by **May 7, 2019**.