

We are looking for a

Software Developer for Augmented Reality

based on Unity / C# (SHK) (8-19 hours)

at the earliest possible date

At the Chair of Interactive Systems (Prof. Dr. Michael Prilla) we conduct research on current topics of human-computer interaction. In the MINERVA project, we are investigating how craftsman services such as advising customers, providing support in problem solving or planning orders can be virtualized through the use of augmented reality glasses.

For the MINERVA project, we are now looking for a software developer to support us in programming augmented reality applications.

The skills we are looking for include:

- Interest in working with new technologies
- Previous experience with development in Unity (e.g. through practical projects or other lectures)
- Practical programming skills in C#
- Willingness to familiarize yourself with AR-specific Unity functionalities
- Independent and autonomous way of working



We offer:

- A friendly team with supportive members
- Interesting and varied tasks
- Experience in research and development
- Flexible working hours, coordinated with your studies
- Payment according to the SHK rate of the state of NRW

Are you interested? Then please send us a short application e-mail including your CV to gian.dossena@uni-due.de. Please briefly describe your skills (ideally with references to previous programming projects).

Gian Luca Dossena, M.Sc.
Universität Duisburg-Essen
Abteilung für Human-
centered Computing and
Cognitive Science (HCCS)
Interaktive Systeme
Lotharstr. 65
57057 Duisburg
gian.dossena@uni-due.de