



Post-Doctoral Position



Interactive Graphics and Simulation Group Computer Science University of Innsbruck, Austria

The Interactive Graphics and Simulation (IGS) Group, established in 2014 at the University of Innsbruck, Austria, invites applications for the position of a full-time post-doctoral researcher.

Description

We are seeking a highly-qualified postdoctoral researcher with interest and skill in fields related to the research themes of the IGS group. This includes, but is not limited to, medical training systems, virtual/augmented reality, physically-based simulation, computer haptics.

Candidates should have earned a doctoral degree in a relevant field (Computer Science, Applied Mathematics, Mechatronics, or other related areas), possess a publication record commensurate with experience, and have demonstrated strengths in some of the interest domains of the IGS group, as outlined above. Knowledge and experience in programming in C/C++ is required, as well as a good level in English, both written and spoken. Experience in teaching and project management is a benefit.

We seek a candidate showing enthusiasm for leading-edge research, team spirit, and capability for independent problem-solving. Applicants are expected to assume active roles in research projects, and in supervision of junior researchers and students. Responsibilities also include teaching at Bachelor and Master level. The research directions will be defined in accordance with the interests of the candidate and the research group.

The position is open immediately, with applications being reviewed on an ongoing basis. The initial stage deadline is September 20th, 2020. The position is offered for a duration of up to six years, on the level of non-permanent university research staff. Salaries are internationally competitive and commensurate with qualification and experience.

Environment

The position is available within the Interactive Graphics and Simulation Group at University of Innsbruck, Austria. The applicant will join a modern and well-equipped research lab, which was initiated at ETH Zurich, Switzerland, and in 2014 moved to

Innsbruck. The group has many years of experience in research related to surgical simulation, haptics, AR/VR and interactive graphics.

Innsbruck University, founded in 1669, is a public academic institution, located in the capital of the Austrian federal state of Tyrol, beautifully situated within the Alps. It offers a complete set of academic curricula, with currently about 27'000 students. The Department of Computer Science has been founded in 2001, offers degrees at Bachelor, Master, and PhD level, and covers a broad range of focal research areas. The city of Innsbruck provides an outstanding quality of life and recreational opportunities all around the year. A large student population imprints a distinctive, international atmosphere upon this lively mountain city.

How to apply

Candidates should send electronically a motivation letter, a research statement, their curriculum vitae with a publication list, URLs to 2-3 selected publications (online only), contact information of at least three references, and scans of relevant degree documents. The compiled material should be sent in PDF format to:

matthias.harders@uibk.ac.at

Please feel free to get in contact in case of questions.

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