VISUALIZATION AND MULTIMEDIA LAB

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Research Assistant - PhD Student

in Computer Science (3D Graphics and Visualization)

Job Summary

Open position for a PhD student in the area of real-time 3D graphics and interactive scientific visualization at the University of Zürich.

Description

The open position is for a research assistantship in a PhD program in computer science with a focus on interactive 3D computer graphics and scientific visualization. With the advent of ubiquitous parallel computing and graphics resources through many-core CPUs and GPUs, an increased emphasize is put on parallel algorithms and computing, in the context of real-time 3D graphics and interactive visualization. Currently targeted project topics are related to the application domains of high-performance scientific visualization as well as volume visualization. The project requires strong interest not only in graphics algorithms and data structures but also in large systems programming and distributed systems. A strong interest and good skills in learning new and complex software frameworks and 3rd-party code is highly recommended, as the targeted research project will build on a previously developed code bases.

The activities of the position not only includes research and continuing education for PhD students, but also support in teaching as well as administrative tasks. The main goal is to conduct excellent research generating results which are published and presented in top international journals and conferences, and to eventually work towards achieving a PhD degree through writing a doctoral dissertation.

Education

The prospective candidates are supposed to have an excellent background in computer science and systems as well as strong mathematical skills and practical experience with computer graphics. Exposure to parallel programming and distributed systems is also welcome. Strong interests in numerical methods and collaboration with domain scientists is of further importance as well.

A MSc degree in computer science or closely related area from a research university is required to enter the PhD program of UZH.

Company

The University of Zurich (UZH) is an internationally recognized research university with faculties in medicine, humanities, economics as well as mathematical and natural sciences. UZH is the largest university in Switzerland and ranked among the top world leading research universities, e.g. according to the Academic Ranking of World Universities by Shanghai Jiao Tong University, and has recently been ranked top 15 in Europe. The Department of Informatics (IFI) covers major computer science and information management research and teaching topics, it offers BSc, MSc as well as PhD degrees in computer science.

Workplace

The Visualization and MultiMedia Lab (VMML) and IFI, are located in the vibrant city of Zürich as part of the university's new Nord-Campus in Oerlikon in a renovated modern office building. The UZH Nord-Campus is conveniently located a short walk off the Max-Bill Platz, center of the new trendy living, shopping and business district New Oerlikon, as well as near the Oerlikon train, S-Bahn and tram stations. Also the Zürich international airport (ZRH) is reachable within minutes with public or private transportation.

Benefits

Research assistants, PhD students are paid according to local university regulations. Same applies for fringe benefits and vacation days.

Comment/web site for additional job details

For application and further information contact: Prof. Renato Pajarola, pajarola@ifi.uzh.ch

Requirements

A MSc degree in computer science, with a focus on 3D computer graphics and scientific visualization from an internationally recognized university is required.

The prospective candidates are supposed to have an excellent background in computer science and systems as well as strong mathematical skills and extensive experience with computer graphics and visualization. Exposure to parallel programming and distributed systems is also welcome. Strong interests in numerical methods and collaboration with domain scientists is of further importance as well.

Applications must include a detailed CV/resume, information of university level educational background and practical work experience in computer science, a short statement of motivation and clear exposition of prior graphics and visualization experience. Certified copies of transcripts, degrees and reference letters may eventually be required.

Dates and More

- Entrance is subject to the successful evaluation of candidates
- Duration is expected to be about 4 years for PhD students

Contact

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