



## Post-Doctoral Position in Computer Graphics



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

The newly founded Interactive Graphics and Simulation Group at the University of Innsbruck, Austria invites applications for the position of a full-time post-doctoral researcher in computer graphics, with a focus on physically-based simulation.

#### Description

We are seeking a highly-qualified postdoctoral researcher with interest and skill in interactive computer graphics and simulation. Candidates should have earned a doctoral degree in a relevant field, possess a publication record commensurate with experience, and have demonstrated strengths in the areas outlined below.

A motivated candidate is sought, showing enthusiasm for leading-edge research, team spirit, and capability for independent problem-solving. Applicants are expected to assume active roles in project leadership and supervision of junior researchers and students.

The intended starting date is on or after March 1st, 2014. The position is offered on the level of non-permanent university research staff, for up to four years. The responsibilities also include minor teaching requirements.

Salaries are internationally competitive and commensurate with qualification and experience.

#### Your profile

- PhD degree in Computer Science, Mechanical Engineering, or related fields
- Good knowledge in physically-based simulation in computer graphics
- Experience in the medical domain and with clinical partners is an advantage
- Basic knowledge in virtual/augmented reality and/or haptics is also a plus
- Good publication record in relevant fields
- Knowledge and experience in programming in C/C++
- Good level in English, both written and spoken
- Some experience in teaching and project management

#### Environment

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

The group has many years of experience in research related to surgical simulation, computer haptics, augmented reality, and advanced interfaces.

The University of Innsbruck, founded in 1669, is a public 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 28'000 students. The Institute of Computer Science has been founded in 2001, offers degrees at Bachelor, Master, and PhD level, and covers a wide range of relevant research domains. The city of Innsbruck provides an outstanding quality of life and 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 statement of motivation, their curriculum vitae with a publication list, URLs to 2-3 selected publications (online only), contact information of at least two references, and scans of relevant transcripts and diplomas.

The compiled material should be sent as a PDF to: [matthias.harders@uibk.ac.at](mailto:matthias.harders@uibk.ac.at)  
Prof. Dr. Matthias Harders, Computer Science, University of Innsbruck, Austria

Applications will be considered as they are received, until the position is filled.  
Please feel free to get in contact in case of questions.

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