

## New Post-Doctoral Position in Interactive Augmented Reality

The Interactive Graphics and Simulation Group, established in 2014 at Innsbruck University, Austria, invites applications for the position of a full-time post-doctoral researcher with focus on interactive augmented reality.

We are seeking a highly-qualified postdoctoral researcher with interest and skill in augmented reality, especially addressing aspects of user interaction. This denotes aspects of visual display, such as shadowing, light source estimation, occlusion handling, and global illumination; as well as aspects of interaction, such as haptic feedback, haptic augmentation, and real-virtual object interaction. The potential application of the augmentation system will be in the medical domain.

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 further below. A candidate showing enthusiasm for leading-edge research, team spirit, and capability for independent problem-solving is sought. Applicants are expected to assume active roles in research projects, and in supervision of junior researchers and students. Responsibilities also include minor teaching requirements.

The position is open immediately until filled. It is offered for the duration of two years, with a potential for extension, on the level of non-permanent university research staff. Salaries are internationally competitive and commensurate with qualification and experience.

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 in PDF format to:

[matthias.harders@uibk.ac.at](mailto:matthias.harders@uibk.ac.at)

Please feel free to get in contact in case of questions. We are looking forward to hearing from you.

---

Prof. Dr. Matthias Harders  
Interactive Graphics and Simulation Group  
Department of Computer Science  
University of Innsbruck  
Technikerstrasse 21 A  
6020 Innsbruck  
Austria

<http://igs.uibk.ac.at/>