

Senior researcher in motion capture and 3D character animation

JOB DESCRIPTION

Artanim is looking for a senior researcher in offline and real time 3D character animation from optical motion capture data with possible knowledge or experience in inverse kinematics solutions and VR/AR.

WORKING ENVIRONMENT

The position is available within the Artanim Foundation, Geneva, Switzerland. The applicant will join a modern R&D lab equipped with cutting-edge motion capture technologies. The foundation has many years of experience in R&D related to VR/AR, real time motion interaction and animation, and motion capture applications from different technologies.

Artanim was founded in 2011 and is a non-profit research institution dedicated to the promotion and development of motion capture technologies in the medical and virtual reality fields. The offices are located in Geneva, an international city which provides an outstanding quality of life and opportunities all around the year.

PROFILE OF THE CANDIDATE

The candidate has a proven industrial or academic track record of optical motion capture and 3D character animation research and development for offline and real time applications, and has a great affinity with computer graphics, mathematics and software development.

Duties and responsibilities:

- The research and development of 3D character animations based on offline and real time optical motion capture data in a VR context.
- Development of new projects and collaborations with other industries/research institutions.
- Close collaboration with other researchers in the team.
- Publication of research results.

Requirements:

- A PhD degree, or a Master degree with several years of R&D in Computer Science, Engineering, Mathematics or equivalent.
- A proven track record of optical motion capture and 3D character animations for offline scenarios and/or real time applications.

- Solid software development experience.
- Strong programming skills in C, C++ and/or C#.
- Experience in character animation solutions in modern game engines such as Unity or Unreal.
- Knowledge of optical motion capture systems and software (body, face and/or fingers capture), preferably Vicon.
- Experience in the development of IK solutions is a definite plus.
- Experience in the development of VR/AR applications is of advantage.
- Good interpersonal communication and collaboration skills.
- Good spoken and written English.

HOW TO APPLY

Candidates should send electronically an application with complete CV, grades, relevant certificates, and links to relevant prior publications via email.

The compiled material should be sent in PDF format to Dr. Caecilia Charbonnier, Research Director, caecilia.charbonnier@artanim.ch

Please feel free to get in contact in case of questions. For more information about Artanim, please refer to www.artanim.ch

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