The Virtual Reality for Animal Collectives Lab is looking for a research assistant/HiWi who will be able to work up to 15 hours per week in the months of October, November, and December.

We are currently working on the development of simulations of virtual collectives (both, realistic 3D humans and 3D animals) for immersive environments. Part of this effort is the creation of the individuals of the collective.

We are seeking for a motivated and creative student to help us with the testing of tools and further development of such human and animal individuals. The main tasks will involve:

- Building a collection of existing 3D body modeling tools for virtual humans and animals
- Setting up and visualizing the models in VR (e.g. Oculus Go)
- Aiding with the creation of virtual worlds for experiments
- Assisting with perceptual trials (e.g. recruiting participants, guiding participants in the lab, running experiments)

Interest in 3D modeling and experience in Python are required. Previous experience with Unity and VR are a plus.

If you are interested in the position, please contact:

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