Applications are invited from suitably qualified candidates for the following position:

**Unity Game Developer & Researcher**
**School of Health & Human Performance/ADAPT**
**Dublin City University**
**Fixed-Term Contract up to 16 months**

Dublin City University (www.dcu.ie) is a research-intensive, globally-engaged, dynamic institution that is distinguished both by the quality and impact of its graduates and by its focus on the translation of knowledge into societal and economic benefit. Through its mission to transform lives and societies through education, research and innovation, DCU acts as an agent of social, cultural and economic progress. DCU is Ireland’s fastest growing university, and now hosts more than 17,000 students across its three academic campuses: DCU Glasnevin Campus, DCU St Patrick’s Campus and DCU All Hallows campus.

The ADAPT Centre is Ireland’s global centre of excellence for digital content technology. It combines the expertise of researchers at four universities (including Dublin City University) with that of its industry partners to produce ground-breaking digital content innovations. ADAPT brings together more than 150 researchers who collectively have won more than €100m in funding and have a strong track record of transferring world-leading research and innovations to more than 140 companies. ADAPT partners are successfully advancing the frontiers of content analysis, machine translation, personalisation, e-learning/education, media technologies and spoken interaction, as well as driving global standards in content technologies. As part of the ADAPT Centre’s remit, it will also be responsible for the ADAPT research programme as ADAPT is an evolution of the ADAPT Centre.

**MoveAhead Games**
Modern children have become increasingly sedentary with online interactions and screen time replacing physical activity and movement-based ‘play’. The majority of modern children have significant issues with basic movement and coordination skills. The current movement ‘crisis’ has a significant impact on children’s health and cognitive outcomes.

MoveAhead Games brings together expertise in motor control, computer science and computer vision to develop movement-based educational games and data collection activities to facilitate real change in movement behaviours. The project aims to support improvements in children’s movement skills through meaningful movement-based human-computer interactions.

We are currently looking for a Unity Developer to join our team. The successful candidate will report to the project manager and work closely with the MoveAhead team comprising experts in Computer Science, Motor Control, Business, Education and Design.

**Duties and Responsibilities:**
Please refer to the job description for a full list of duties and responsibilities associated with this role.
Candidate Requirements:

Essential:

- Candidate will hold a minimum of a Degree (NFQ Level 7) in Computer Science or similar field;
- Experience with game development in Unity
- Experience with mixed reality game development
- Fluent in C# (or C/C++/Java)
- Fluent in using Git
- Solid understanding of programming principles, how systems work with one another, and various common architectural approaches
- Solid understanding of OpenCV
- Strong analytical, conceptual and troubleshooting abilities
- Strong team player
- A passion for games and game development

Desirable:

- Masters in Computer Science or similar field
- Previous work experience in a similar role
- Experience in computer vision/body segmentation
- Experience with Tensor flow
- Solid knowledge of information processing fundamentals and best practices
- Experience working as part of a research team

Mandatory Training:

The post holder will be required to undertake the following mandatory compliance training: GDPR and Compliance. Other training may need to be undertaken.

Salary Scale: Research Assistant: €22,609 - €35,218
Appointment will be commensurate with qualifications and experience, and will be made on the appropriate point of the relevant salary scale in line with current Government pay policy.

Closing Date: Wednesday 20th May 2020

Informal enquiries to: to Dr Johann Issartel, School of Health & Human Performance or Jamie McGann, ADAPT Centre, Dublin City University, Dublin 9 Ireland, johann.issartel@dcu.ie / Jamie.mcgann@adaptcentre.ie
Please do not send applications to the above, instead apply as described below.

Application Procedure

Application forms are available from the DCU Current Vacancies website at https://www.dcu.ie/hr/vacancies/current.shtml and also from the Human Resources Department, Phone +353 (0) 1 700 5149. Please also submit a CV and cover letter. Applications may be submitted by e-mail to hr.applications@dcu.ie

Please clearly state the role that you are applying for in your application and email subject line: Job Ref#RF1357 Unity Game Developer & Researcher, School of Health & Human Performance/ADAPT.
Dublin City University is an equal opportunities employer and is committed to promoting gender equality reflected in its attainment of the Athena SWAN Bronze Award. Information on a range of university policies aimed at creating a supportive and flexible work environment is available at

https://www.dcu.ie/policies/policy-starter-packs.shtml