

Research Centre: Multi-Modal Human Sensing Group, INSIGHT Centre for Data Analytics, Dublin City University.

Post Title: Research Assistant, Systems Integration & Game Developer

Post Duration: 6 Months

Background

This position is focused on computer game development using the Unity3D open source game engine. Scene design and texturing as well as game flow implementation and integration with low-cost motion sensors will be required. This work will primarily be orientated around the gamification of a home based rehabilitation platform that is tailored to an individual through Microsoft Kinect depth sensors and inertial measurement units. The successful candidate will play a substantial role in the designing and implementing the front end game platform and will work as part of a multidisciplinary team of engineers, computer scientists, healthcare professionals and biomechanical analysis experts. The team fosters an ethos of mutual support across a range of projects, drawing on combined team expertise and collaboration. The initial contract length is for 6 months but carries the possibility of extension.

Duties and Responsibilities

Reporting to his / her Principal Investigator the Research Assistant will:

- Ensure that the project objectives are delivered, specifically, the design and implementation of a user-friendly gaming scenario.
- Work closely with medical partners and end user groups to understand the user requirements for the front-end game interface.
- Participate in meetings with the interested parties (e.g. end-users, external industry and academic partners).
- Attend, and contribute to, group meetings.
- Maintain an up-to-date profile on the group website

Experience and Qualifications

Applicants should have a minimum of a Primary Degree in Computer Game Design, Computer Science, or equivalent relevant discipline. In addition, it is desirable that the candidate has:

- Substantial experience in game design and development
- A strong background in programming is essential
- Demonstrated experience in using the Unity3D game engine (or equivalent) is highly desired.
- A high level of knowledge in graphic design and GUI design would be an advantage.
- Proven ability to work as part of a team as well as on their own initiative

Closing Date: Thursday 5th February 2015

Salary in the range: €21,852 - €32,930*

***Subject to experience, qualifications and budget**

Informal enquiries to: Dr. David Monaghan (david.monaghan@dcu.ie)

Application forms are available from:

<http://www4.dcu.ie/hr/vacancies/current.shtml> and from the Human Resources Department,
Dublin City University, Dublin 9. Tel: +353 1 700 5149; Fax: +353 1 700 5500

Email: hr.applications@dcu.ie

Application Procedure: The application form should be sent directly to **Dr. David Monaghan:** david.monaghan@dcu.ie

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