TU Dortmund University is a dynamic research-oriented university with 17 departments in the natural and engineering sciences as well as social and cultural sciences. On our international campus, around 6,700 employees make a daily contribution to solving pressing questions of the present and the future. Openness and diversity characterize not only the collaboration in research and teaching, but also in technology and administration.

**WHAT WE OFFER:**
- becoming part of a highly motivated and ambitioned team in the field of digital and hybrid teaching
- newest hardware/software equipment regarding parametric modelling, iOS and web development with high-level co-determination
- flexible workplace and working hours
- competitive salary, benefits and possibility of academic qualification

**YOUR QUALIFICATIONS:**
- Scientific degree (Master) in computer science or equivalent qualification
- Specialized in software development in the field of AR / VR / MR applications, game design, web development

**YOUR PROFILE:**
- exceptionally good communicative and organizational skills (German and/or English)
- general interest in the field of AR / VR / MR applications, computational and game design, web development
- fundamental knowledge: unity / unreal, C#, API (architecture/engineering specific), JS, CSS, Html, server/client multiuser environments, passive/active feedback systems, statistical analyses

**DESCRIPTION:**
The aim of the project is to develop applications for VR, AR and MR that enable students to understand complex contexts and get them excited about learning. Your task is to develop the software applications based on e.g. Unity. Focus of your work:
- Development of virtual environments (VR/AR/MR) for embedding interactive engineering and architecture models
- UX design to motivate and promote understanding
- Gameplay design as motivation for playful engagement with the content
- Managing and enhancing the platform with specific plug-ins and customizations

**FURTHER INFORMATION:**
https://tk.ab.tu-dortmund.de/lehrstuhl/stellenausschreibungen

The chair of structural and conceptual design (Faculty of Architecture and Civil Engineering) is looking for a full-time software developer (part-time possible) starting September 1st, 2022 for a temporary research project (in cooperation with Ostfalia - university for applied science) (39.83 h/week, payment according to public service’s wage agreement: TVL E13, limited to project duration 30th September, 2024). The job application is subject to approval of funding.

We promote diversity and equal opportunities. Convince us with your personality and expertise.

TU Dortmund University aims at increasing the percentage of women in science and therefore encourages women to apply. We also underline that the application of suitable persons with disabilities are explicitly welcome.

**Please send complete applications till 22nd August, 2022 stating the Ref.-No. w76-22 to the following address:**
Technische Universität Dortmund
Fakultät Architektur und Bauingenieurwesen
Lehrstuhl Tragkonstruktionen
Univ.-Prof. Dr.-Ing. Christian Hartz
August-Schmidt-Straße 6, 44227 Dortmund

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