

Research Assistant / Master Thesis

Cloth Simulation for Computer Animation In the Faculty of Engineering, Computer Science

- starting Fall 2021 part-time or full-time -

We are looking for an excellent graduate or undergraduate student in Computer Science or related discipline to work with us developing a **state-of-the-art differentiable cloth simulator**.

The student is required to have the following qualifications:

- Mandatory:
 - Advanced C/C++ programming skills
 - Experience with graphics programming and physics simulation
 - Advanced Math and Physics skills
- A plus:
 - Took the COMP477/COMP6311 course
 - Took any other graphics courses at Concordia or other University
 - Knows what a “**state-of-the-art differentiable cloth simulator**” is.

Additionally, the student must be flexible in terms of working hours and should be able to integrate well with the technical team.

The RA position falls under the TRAC Collective Agreement. Concordia students hired under this Agreement shall be asked to complete the Application for Union Membership Form.

You can apply by e-mailing:

Dr. Tiberiu Popa (tiberiu.popa@concordia.ca)