



Interdisciplinary Projects for Informatics (IDP)

**Artemis seeks to provide educational publishers with a complete solution to revolutionise the blended learning experience by leveraging the power of AI and AR.**

## WHY WE NEED YOU

To work on further improving our existing AR solutions, by primarily working with Unity and ARFoundation (C# scripting).

### Possible tasks include:

- Refining and extending our custom AR controllers.
- Development of various AR minigames and experiences.
- GPU Shader work (ShaderGraph, CG), migration from Unity built-in pipeline to URP.
- Development of a communication interface between Unity and Android/iOS code.

## WHAT WE OFFER

- Flexibility in terms of working schedule. Work from our office at the TUM Start-up incubator in Garching or remotely.
- The chance to learn and work with state-of-the-art technology. An introduction to the niche of game development.
- The opportunity to apply your theoretical knowledge to a real-world codebase. Active role in architectural decisions, pattern usage, algorithm choices.
- Code reviews and mentoring from the CTO

## YOUR PROFILE

- Someone who is responsible, proactive, able to deliver individual work and asks the right questions.
- Some OOP knowledge. Ability to learn new technologies efficiently.

### Big Pluses:

- o C# experience
- o Worked with a game engine before.
- o Shading languages experience
- o Familiar with Augmented Reality technology
- o Knowledge of the rendering pipeline

**Language Required:** English

**Start date:** 21.11.2022 or ASAP

**Apply either as an individual or group of 2–5 students**

**Duration:** 3 months Full-time or 6 months Part-time

If you are interested send us an email with your CV at

✉ [contact@artemisar.de](mailto:contact@artemisar.de)