

[Job Opening] Seeking Hololens2 Programmer at Lehigh

From: **Heidi Wegrzyn** | hew207@lehigh.edu

Tuesday, Aug 23, 8:31 AM

To: **cse-ugrad@cse.lehigh.edu**, **csb-ugrad@cse.lehigh.edu**, **crsc-ugrad@cse.lehigh.edu**

The Lehigh Nano/Human Interfaces (NHI) Presidential Initiative is offering several positions in 3D application development in Unity. The position entails taking 3D data files generated by a synchrotron or theoretical simulations and re-formatting them to be programmed in Unity for the Hololens2. Once the data visualization is successfully uploaded to the Hololens2 headsets and tested for interactions, narration is added (and sometimes annotations) to explain what is happening during the Hololens2 experience. We often showcase our apps to high level visitors who come through the lab to help gain new funding for the research efforts and to help educate upper level undergraduate and graduate students.

The two apps we have completed thus far are:

- 1) a DNA wrapped carbon nanotube
- 2) a 3D crystal showing grain boundary interfaces and vacancies
- 3) an interactive protein scaffold

The position can be taken as a work study job or as an independent study / research project. Students typically work 10-15 hours per week on their projects. We are currently interviewing for these positions. Knowledge of programming in Unity and Visual Studio is preferred.

Contact information:

Joan Stanescu, NHI, jdsj@lehigh.edu

Brian Chen, CSE, chen@lehigh.edu

--

--

Heidi Wegrzyn '96, '24P

Academic Coordinator

Computer Science & Engineering Dept.

113 Research Drive

Bethlehem, PA 18015

610-758-3065
