

# iOS Developer Wanted!

Are you interested in computer vision or urban infrastructure? Do you have experience **developing in iOS**?

The Center for Construction Industry Studies in the Civil, Architectural, and Environmental Engineering Department is looking for an undergraduate student capable of developing in iOS to work part-time this fall semester (Sept 1<sup>st</sup> 2017 to Jan 15<sup>th</sup> 2018) on a research project funded by the National Science Foundation.

The student will be compensated \$20 per hour and will be expected to work 10 hours a week.

The primary deliverable for the project will be a data collection app, see mock-up attached.

App will need to collect data by connecting to a Range Camera mounted to an iPad Air 2 using the SDK provided by the manufacturer  
<https://structure.io/developers>.

User should have the ability to attach both text and audio annotations to the collected 3D data. The data collected by the sensor will be saved to local memory. App must have the option to upload data to box cloud storage through the box API (<https://developer.box.com/>). Extra features such as map interface, etc. to be discussed under your consultation and will be added time permitting.

**Structure IO  
Range Camera  
by Occipital Inc.**



If you are interested, please email your resume and a summary of iOS development experience to

**tczernia@utexas.edu**

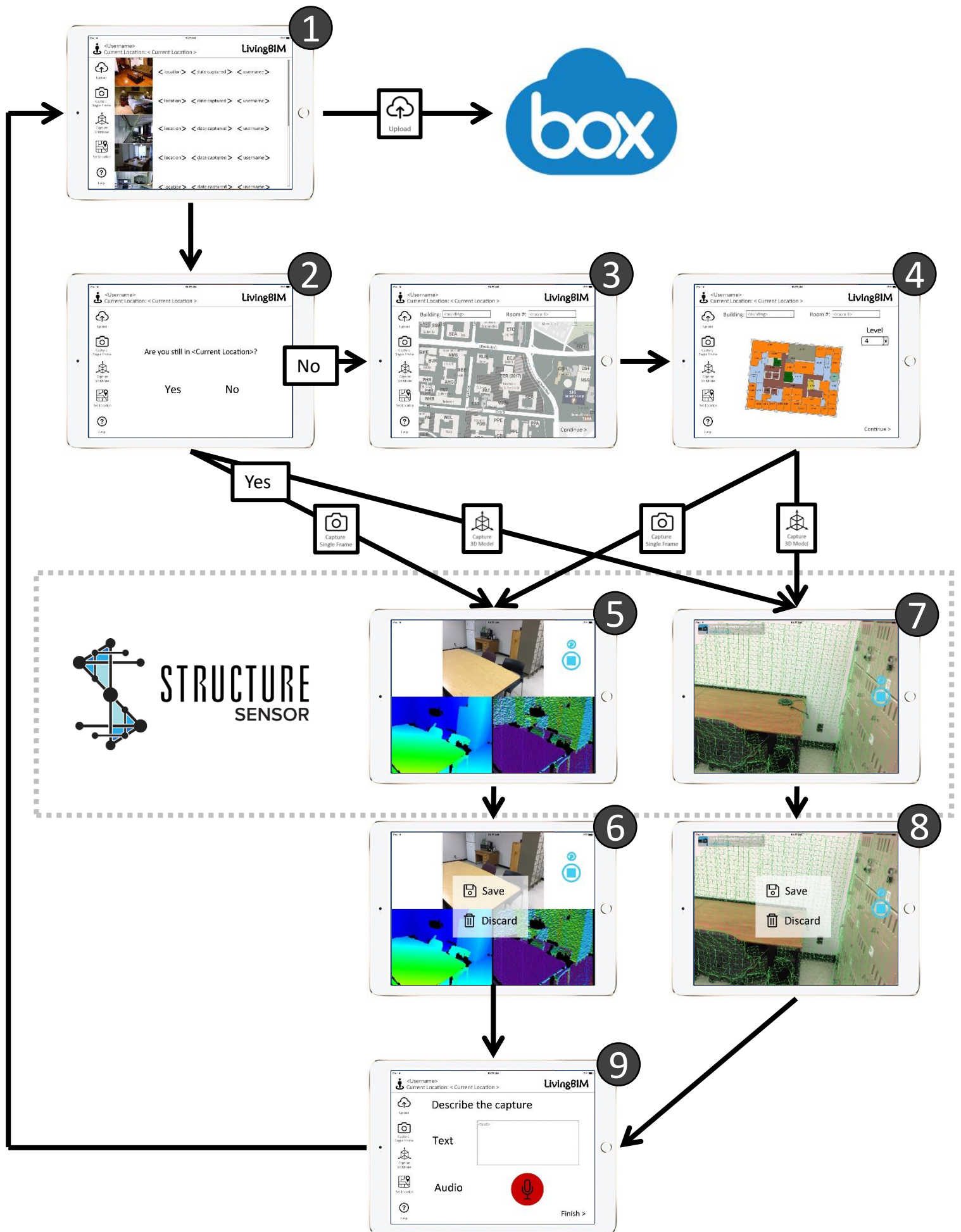


## You'll be working with me!

Thomas Czerniawski – PhD Student at the University of Texas at Austin

I grew up in Toronto, Canada. Received a bachelor's degree in civil engineering at the University of Waterloo. Internships on large transportation and power generation construction projects. During my master's degree I created and validated computer vision algorithms for automated quality control processes for industrial construction. Now working on an automated information model upkeep system for facility managers.

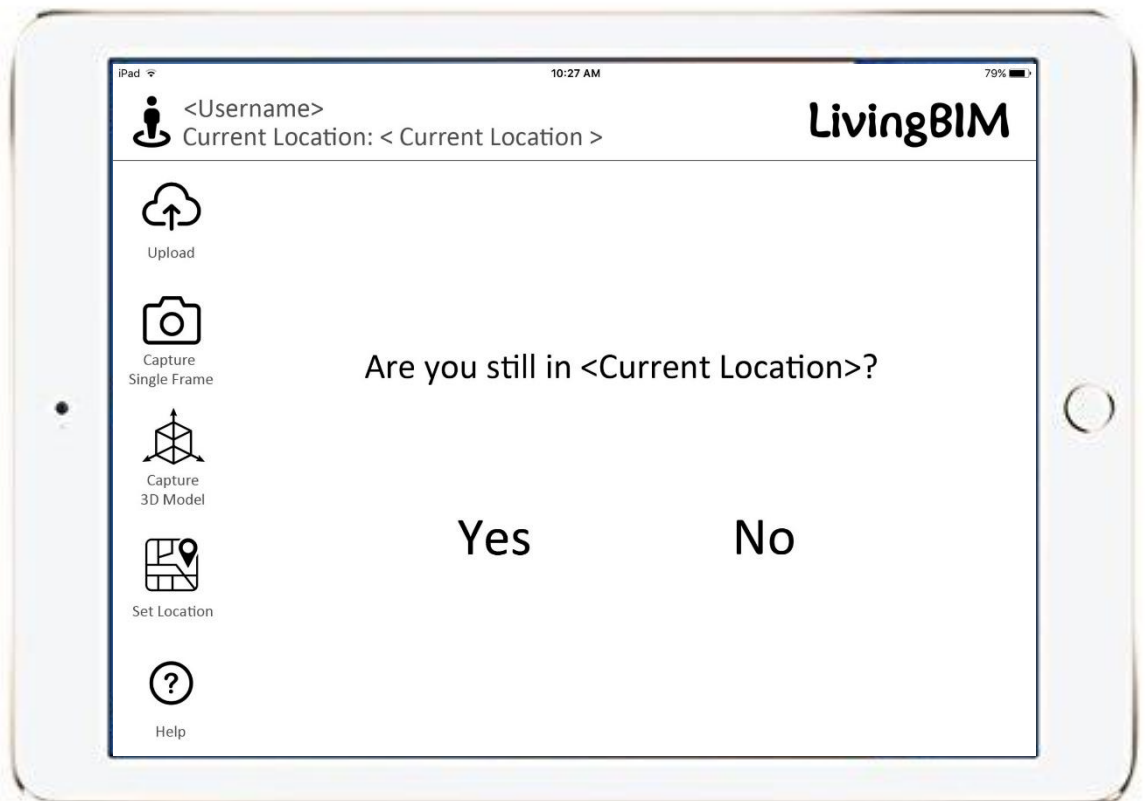
Check me out at <https://thomasczerniawski.com/>



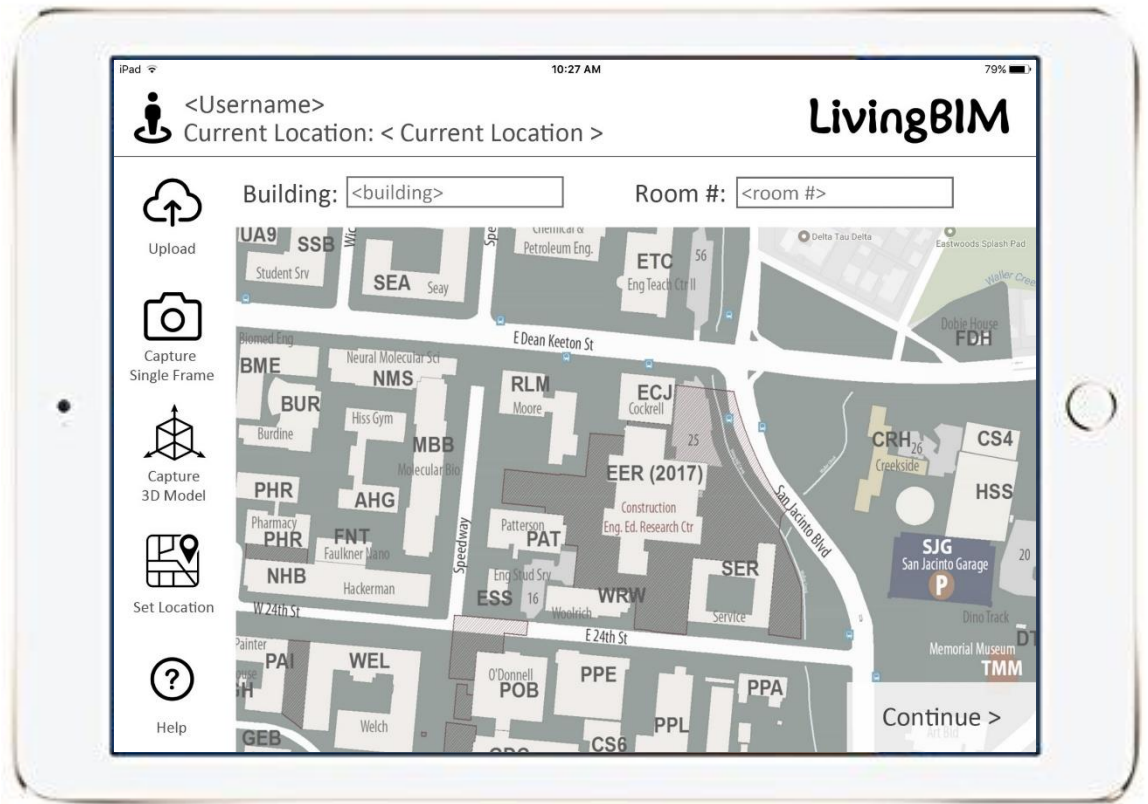
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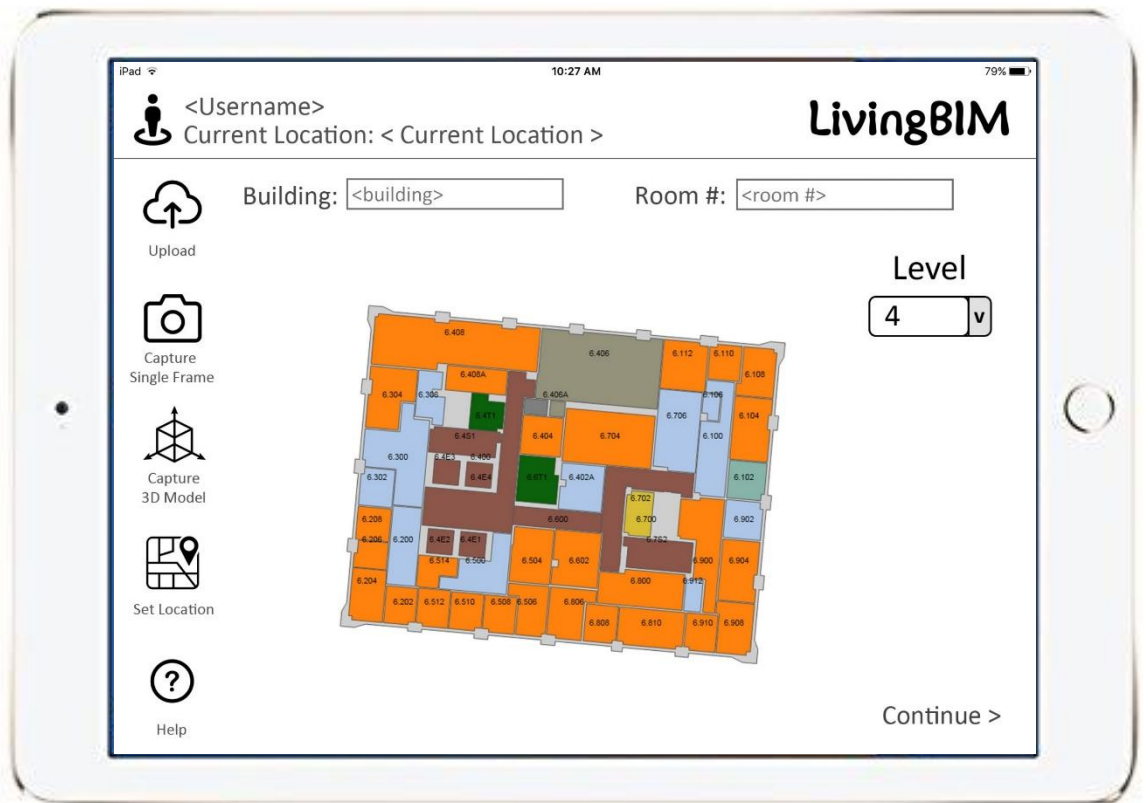
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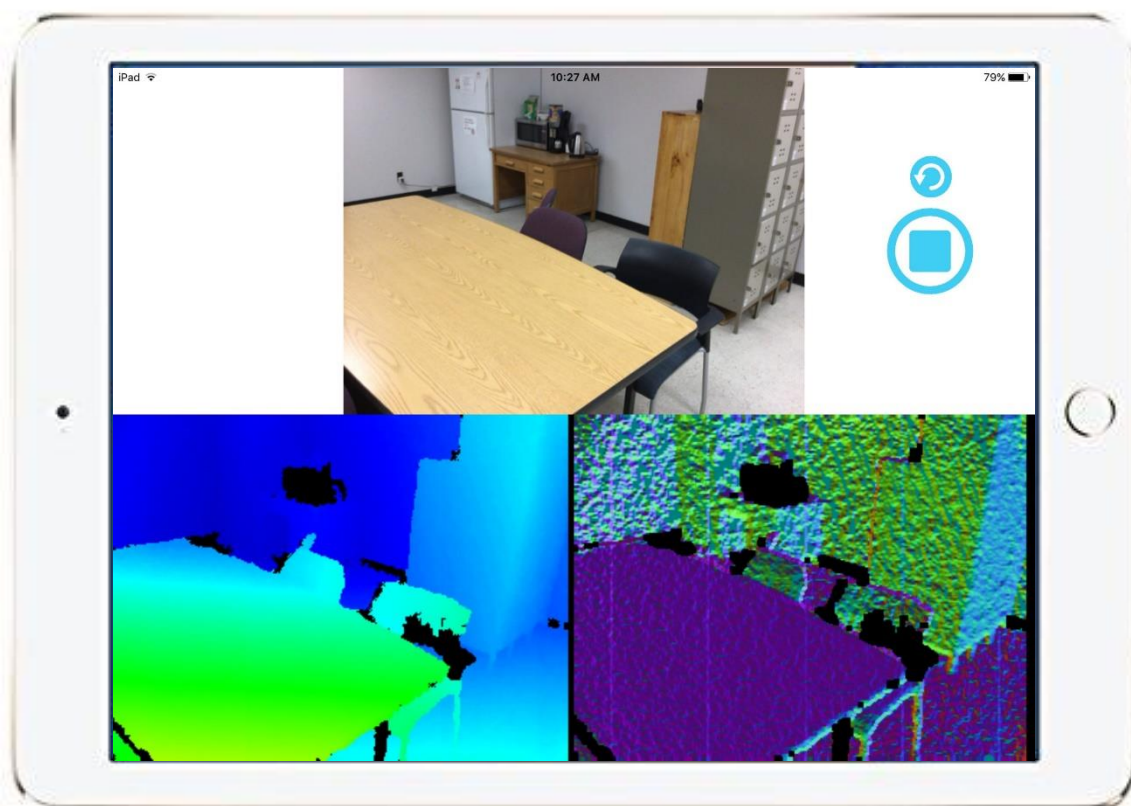


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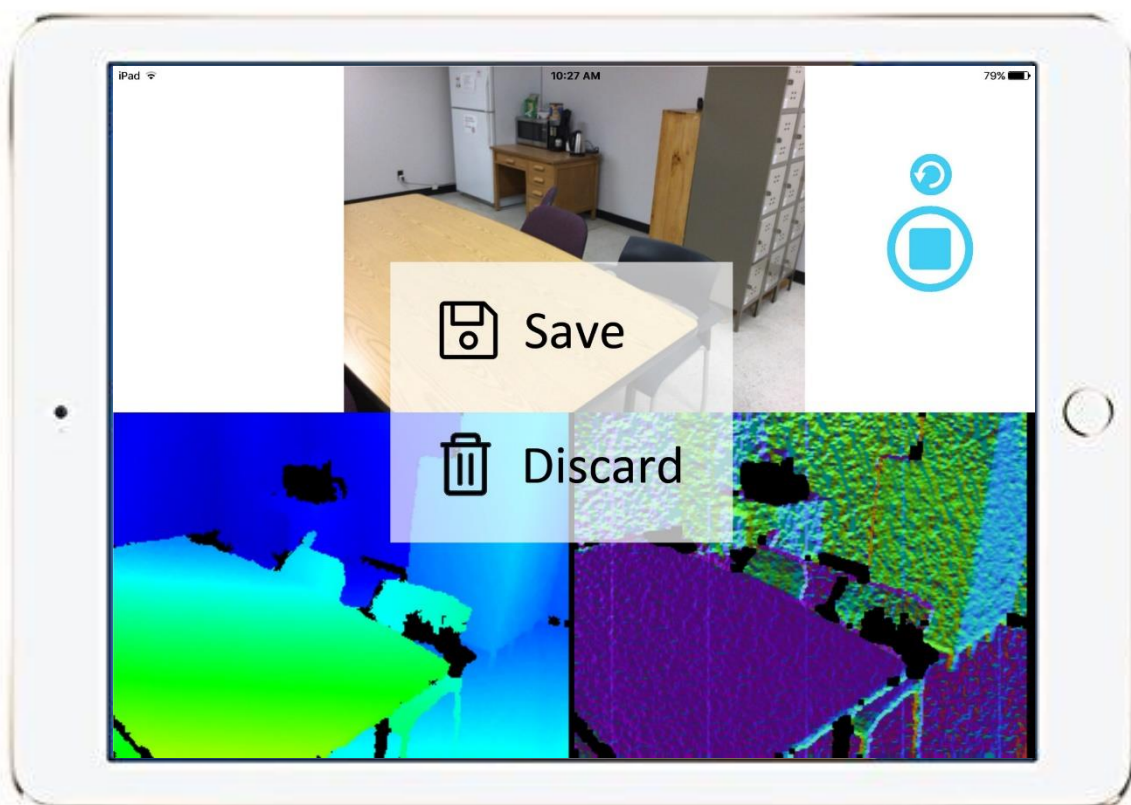




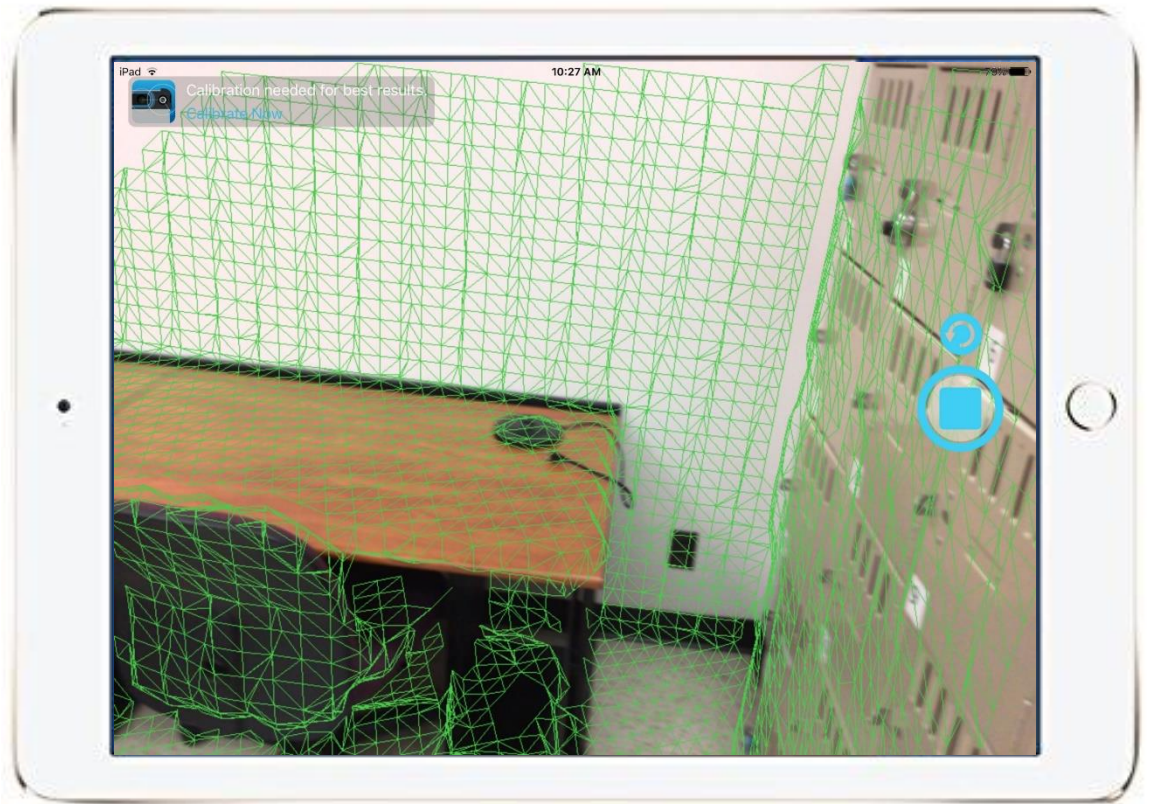
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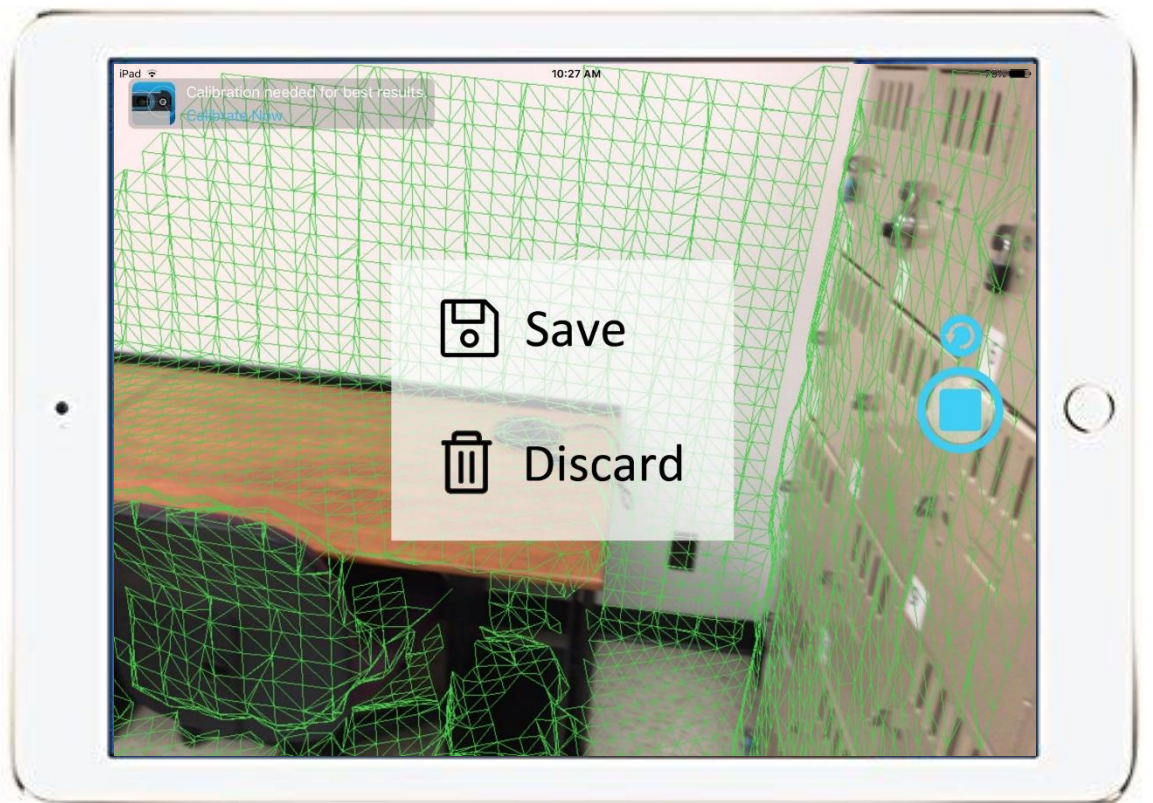
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