



We are advertising a **Ph.D. position** in the Interreg VI project "NaReT". The position is based in **Greifswald, Germany**, within the group of Prof. Joscha Diehl, and is funded for a duration of **36 months**. It is designed to support the preparation of a doctorate.

*Your tasks:*

- Integrate **modern LLMs** and classical behavioral logic in the context of Polish-German language acquisition.
- Develop **immersive XR environments** on modern XR systems to simulate bilingual resuscitation scenarios.
- Collaborate with **linguists** and **emergency medicine physicians**.

*We expect:*

- A Master's degree (or equivalent) in **computer science, mathematics, or physics**.
- Prior experience or strong interest in at least two of the following:
  - Integration, implementation, or development of **deep learning models**, particularly LLMs.
  - **Building XR** experiences.
  - Classical **game logic** (automata, behavior trees, etc.).
- Fluency in two out of: **German, Polish, English**.

*Additional skills that will be considered favorably:*

- Open source development in the areas of deep learning, XR, or games.

*We offer:*

- **Pure research** with no teaching duties (paygrade 75% TV13).
- **Modern XR hardware** (Vision Pro, Project Moohan, Quest, etc.), with the specific choice made in consultation with the successful candidate.
- PC or **laptop of your choice for development**.
- Access to the **HPC cluster** of the University of Greifswald (8 nodes, each with 4 A100 GPUs).
- A vibrant research environment as part of an **Interreg flagship project**.
- Collaboration with **leading experts** (e.g., Charité Berlin).
- **Travel funds**.

**We expect to hire in Q2, 2025.** If you are interested in this position, please **reach out to me directly and informally** at [\*\*joscha.diehl@uni-greifswald.de\*\*](mailto:joscha.diehl@uni-greifswald.de)