

RESEARCH & DEVELOPMENT POSITION IN DESIGN AND DEVELOPMENT OF VIDEOGAMES AND IMMERSIVE TECHNOLOGIES

CONTEXT

The position is located at the Faculty of Computer Science of the [University of Murcia](#), situated in the south-east of Spain with a chill Mediterranean culture, delicious food, warm weather, and a vibrant lifestyle. More specifically, the post is within the [CyberDataLab](#).

The lab currently has projects in different contexts where we have a keen interest in applying videogames and immersive technologies, such as cybersecurity training, game-based learning, game-based assessment, or cyberdefense, among others. We have been granted competitive projects from top-notch institutions and also have internal funds to develop exciting research lines.

We are looking for developers and researchers that can feel passionate about the intersection of these interactive technologies and other domains, such as education or cyberdefense. We expect profiles that have an interest in both development and research, working with a small team to develop these competencies within the CyberDataLab.

VIDEOGAMES AND IMMERSIVE TECHNOLOGIES PROFILE

We are welcoming **both profiles at the level of pre-doctoral researchers (with interest in pursuing a PhD) or postdoctoral researchers (with a PhD in a related field)**. We are also open to consider profiles that are only interested in innovation and development of videogames and immersive technologies.

Essential Functions:

- Contributes to the development of competitive projects by leading the implementation solutions based on interactive technologies, such as games, simulations, augmented reality and virtual reality.
- Leads research case studies using these interactive technologies from start to finish.
- Communicates the results of scientific research through verbal presentations at scientific conferences and written articles submitted for publication in English.
- Supervises and/or trains research assistants in the lab.
- Supports the development of new research grants.

Required Qualifications:

- Bachelor, Master, or PhD degree in videogame development or immersive technologies or equivalent experience. If you only have a Bachelor degree and you would like to pursue a PhD, you would need to enroll in a Master degree at our Faculty in order to access the PhD program.
- Software Engineering skills, with solid knowledge on programming languages like C# and/or C++.
- Programming in 3D and AR/VR Environments (e.g., Unity, Unreal).
- Image and Video Acquisition and Processing.
- Good command of English. Spanish is not mandatory, but it is desired, as we have multiple national projects.



Preferred Qualifications:

- 3+ years working in a relevant field, with focus on Games/AR/VR development or computer graphics.
- Interest in applying data science and artificial intelligence in these domains.
- Previous experience on using immersive technologies within an educational or training domain.
- Previous AR/VR-based games or apps that are published online and can be tested.

EXPRESSIONS OF INTEREST

To send an expression of interest or query about this position, please write an email to José A. Ruipérez Valiente <jruiperez@um.es> with subject “Immersive Technologies Position – <Your Name>” including the following attachments:

- Your Curriculum Vitae including your GPA.
- A sample of your three most related projects/publications/prototypes in your portfolio (if you have them).
- A motivation letter emphasizing your previous experience, qualifications and interests.