Seeking CS/EE engineer to work on Virtual Reality application in Technion

We are seeking an applicant to work in our group in virtual reality, with applications in aspects of neuroscience and psychology. The work is part of the European project BEAMING (www.beaming-eu.org).

The ideal person will have:
A strong background in computer graphics and/or virtual reality systems. Good knowledge of computer graphics programming techniques, including graphics card programming. Experience with game development is an advantage. Our specific areas of interest are: real-time animation of characters in virtual reality, haptic feedback, including understanding human response to haptics; new forms of interaction in virtual environments including Brain–Computer Interface

English is essential.
Please send CV to MiriamR@technion.ac.il