Research Internship @ IDEA lab

*Innovative Design and Art (IDEA) Laboratory* is now seeking self-motivated, passionate, and friendly undergraduate research assistants (RAs) who want to be a part of our cutting edge four-dimensional scanning research and development. Currently in IDEA lab, we are constructing, what we call, a 4D Scanning Studio—a new research facility that can 3D scan objects in a rapid time rate. Application areas are human and animal motion capture, biomechanics, soft body dynamics, augmented/virtual reality, computer graphics and animation, digital media art, and etc. To this end, we are searching for multiple undergraduate RAs in following areas:

1) **Networked computer vision (1~2 open positions)**
   a. Required Skills: python, Raspberry Pi, and basic principles of networking.
   b. Preferred Skills (optional): OpenGL, OpenCV, web programming, GUI programming, OpenCL, and/or CUDA

2) **Research equipment design and construction (1~2 open positions)**
   a. Required Skills: CAD modeling, tinkering skills
   b. Preferred Skills (optional): surface modeling tools (e.g. 3ds Max, Maya, Rhino, etc.), design experience, work experience in a machine shop (or equivalent, e.g. art studio), and/or an artistic sense

3) **Game Development (1 open position)**
   a. Required Skills: Unity3D, C# or JavaScript (for Unity scripting)
   b. Preferred Skills (optional): OpenGL, OpenCV, web programming, graphic design

A workstation in a student office will be provided for all RAs. For (2), an access to a private atelier (equipped with manufacturing tools, 3D printer, design station, etc.) located right next to the work site will be given. Work hours can be flexible depending on coursework schedule. Pay is negotiable depending on previous work experience. Interested students with the above qualification are strongly encouraged to contact Prof. Stephen Baek via email: stephen-baek@uiowa.edu.