

(BL280/2024-IST-ID)

Post-Doctoral Research Fellowships

Applications are open for 1 (one) Post-Doctoral Research Fellowship(s), within the framework of project/R&D institution eGamesLab n26/CC931101 of IST-ID, financed by the PRRs.

Scientific Area: Computer Graphics & Multimedia

Admission Requirements:

- a) to hold a PhD degree obtained in the 3 years previously to the submission of the fellowship application;
- b) to have carried out the research work that led to the PhD degree in a different entity from the host institution of the fellowship;
- c) Not to exceed, with this fellowship contract, including the possible renovations, an accumulated period of 3 years in this type of fellowship, continuously or with interruptions;
- d) Not to have previously held a post-doctoral fellowship from IST-ID.

Workplan: The selected candidate will participate in research activities including: (i) the formulation and implementation of innovative Collision Detection techniques for games and Virtual and Augmented Reality applications to be integrated into a game engine (Unity or Unreal); (ii) editing a collision detection library designed for analytical geometry simulations; and (iii) conducting motion capture sessions using Extended Reality (XR) devices and biosignal sensors. In addition to these activities, the candidate will actively participate in the writing and dissemination of results (e.g., user manuals, article drafting, public presentations, project websites).

Legislation and Regulations: Statute of Scientific Research Fellow, approved by Law nr. 40/2004, of August 18, as worded by Decree-Law nr. 123/2019, of August 28; IST-ID Research Fellowships Regulation, available on https://ist-id.pt/files/sites/43/regulamento-de-bolsas-da-ist_id-2.pdf.

Workplace: The work will be developed at the Lab of xReality of Interactive Technologies Institute / LARSyS, under the scientific supervision of Prof. Daniel Simões Lopes and Dr. Filipa Correia.

Duration: The research fellowship(s) will have a duration of 12 months. It's expected to begin in January 2025, and the contract is not renewable.

Monthly maintenance allowance: the amount of the monthly maintenance allowance is 1801€ being the payment method an option of the Fellow by Wire Transfer/Check.

Selection methods: The selection methods will be the following: *Curriculum vitae detailing main academic achievements (publications, international conference presentations, research projects), technical skills (Unity, Python, C#/C++, Collision Detection, Game Engines/Physics Engines, Motion Capture, Statistical Analysis), and relevant experience in Computer Science, Computer Engineering, Biomedical Engineering, or a closely related field (75%), individual interview (25%).*

Composition of the selection Jury: Prof. Daniel Simões Lopes; Prof. Hugo Miguel Aleixo Albuquerque Nicolau; Prof. Duarte Nuno Jardim Nunes.

Announcement/ notification of the results: The final evaluation results will be communicated to all applicants by email.

Deadlines and procedures of complaint and appeal. A complaint may be lodged from the final decision within 15 working days, or an appeal to the Executive Board of IST-ID within 30 working days, both counted from the respective notification

Application deadline and formalization: The call is open from November 22 until December 5, 2024.



It is mandatory to formalize applications with the submission of the following documents: i) B1 Form – Fellowship application (<https://ist-id.pt/concursos/bolsas/>); ii) *Curriculum Vitae*; iii) academic degree certificate; iv) motivation letter; v) declaration on honour that the applicant does not exceed with this contract an accumulated period of three years in this type of fellowship, continuously or with interruptions, within the technological and scientific system, and that the research work that led to the PhD degree was carried out in a different entity from the host institution of the fellowship.

Applications must be submitted to the email: daniel.s.lopez@tecnico.ulisboa.pt & susana.nobrega@tecnico.ulisboa.pt