



CYPRUS UNIVERSITY OF TECHNOLOGY

DEPARTMENT OF MULTIMEDIA AND GRAPHIC ARTS
MIRCROSOFT COMPUTER GAMES AND EMERGING TECHNOLOGIES RESEARCH LAB
RESEARCH FELLOW POSITION

Applications are invited from candidates who possess the necessary qualifications in order to fill **one (1) part-time (15 hours per week) Research Fellow position** at the Department of Multimedia and Graphic Arts in the field of **“Computer Graphics, Virtual Reality and Interactive Technologies”**.

Applicants should have:

- A Bachelor's and a Master's degree from a recognized university in one or a combination of the following fields of study: Computer Science, Computer Engineering, or other related field
- Excellent programming skills
- Excellent knowledge of C/C++ programming language or/and excellent knowledge of a games development engine
- Experience in using or/and programming of interactive/emerging technologies
- Experience in conducting research in a related field
- Organizational skills
- Very good knowledge of English language (spoken and written)

The following will be considered as an advantage:

- Experience in programming using OpenGL
- Experience in GPU programming
- Experience in submitting research proposals or/and participation in research projects
- Very good knowledge of a 3D modelling software
- Possession of a Ph.D. title in a related field from a recognized university

The monthly gross salary for the position will be €703.87. There is no provision for 13th salary. The appointment will be for a period of 9 months (15 hours/week) with a provision of renewal for another 12 months. Renewal terms may be for a higher salary and for more working hours per week.

The research associate will be affiliated with the research lab of Department of Multimedia and Graphic Arts, Microsoft Computer Games and Emerging Technologies (GETlab – <http://www.getlab.org>)

Applicants are requested to submit 2 copies of each of the following:

1. A cover letter with which they will express their interest for the job opening and state clearly the date that can take over responsibilities
2. A summary of their research experience and future research goals (up to 2 pages)
3. A complete CV (in English or/and in Greek)
4. Publications list (only if applicable)
5. Proofs of their qualifications
6. Names and contact information of two people who are willing to provide references
7. Complete contact information

Applications must be submitted in a closed envelope marked as “Application for Research Fellow Position in Computer Graphics, Virtual Reality and Interactive Technologies – Department of Multimedia and Graphic Arts” at the premises of the Cyprus University of Technology, Human Resource Department, Limassol Savings Co-operative Bank Building, 4th Floor, Arch. Kyprianos 31, 3036 Limassol or must be sent via registered post (P.O. Box 50329, CY-3603 Limassol) with a clearly visible post office stamp of a date not later than Monday, 25 February 2013 at 2:00 p.m. which is the deadline for the submission of the applications.

For further information visit the University's website at <http://www.cut.ac.cy> or the website of GETlab at <http://www.getlab.org> or contact directly the scientific coordinator of the project Dr. Despina Michael via email at despinamichael@cut.ac.cy.