



Advertisement for a Research Assistant and Junior Research Fellow at IIT Hyderabad, India

Applications are invited for a time bound Project Appointment under the following project. The application is on rolling basis and candidates can apply until suitable candidates are found

Work area of the Project	Virtual Reality, Haptics, Conceptual Design, Mechanism Design	
Title of the Project	Development of Sketch-based Immersive Environment for Articulated Product Concept Exploration	
Funding agency	DST - SERB	
Name of PI	Dr. Prasad Onkar	Email: psonkar@des.iith.ac.in
Institute	Department of Design, Indian Institute of Technology Hyderabad, India	
Post(s)	Consolidated Fellowship	Qualifications and Necessary skills
Research Assistant - Number of posts: 1	Rs. 20,000 /- + 24% HRA per month (or Hostel facility in campus subject to availability)	<p>Minimum educational qualifications: Bachelor's degree in Engineering / Technology / Design / Professional Diploma in Design (NID/CEPT or equivalent of 4 years' duration after 10+2) with at least 60% marks AND Qualified CEED / GATE.</p> <p>Essential Qualifications: Working knowledge of one of gaming engines like Unity3D or Unreal, and modeling software like 3DSMax, Blender.</p> <p>Desirable qualifications:</p> <ol style="list-style-type: none"> 1. Strong Background in computational Design Engineering Applications 2. Good programming skills in languages like C++/C# and other scripting languages like Python and JavaScript <p>PS: Candidates can also apply for 3 Year M.Des (TAP) programme if they have valid CEED score</p>
Junior Research Fellow - Number of posts: 1	Rs. 31,000 /- + 24% HRA per month (or Hostel facility in campus subject to availability)	<p>Minimum educational qualifications: Masters degree in Engineering /Technology/ Design with A minimum of 60 (55 for SC/ST) percent marks in the final academic year of the programme. Preferably with the specializations in Computer Aided Design /Robotics / Computer Graphics /Product Design / Engineering Design or similar fields</p> <p>Essential Qualifications: Working knowledge of one of the</p> <ol style="list-style-type: none"> 1. gaming engines like Unity3D or Unreal. and 2. Modeling software like 3DSMax, Blender. Fusion360, etc. <p>Desirable qualifications:</p> <ol style="list-style-type: none"> 1. Strong Background in computational Design Engineering Applications 2. Good programming skills in languages like C++/C# and other scripting languages like Python and JavaScript 3. Planning and conducting Design experiment and Usability Evaluation of AR/VR Systems

Note:

- PI reserves the right to alter the number of vacancies, or keep it open till the deserving candidate is found
- Interested candidates should email their CV for shortlisting for interview to given email address of PI.
- Shortlisted candidates for personal, online interview will be informed over email only and suitable date for interview will be intimated to them.
- Candidates with prior experience in relevant area will be given preference.
- Candidates who are about to finish their course may also apply (provisional certificate from their head of institution required).
- Candidates may write email for any clarification to given email address of PI.