**Graduate Internship Programme – Job Description**

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| **Job title** | Graduate Research Assistant in Haptic Game Design and Audio Innovation (LCM4) |
| **School / Department** | LCM |
| **Line manager who the intern will report to** | Justin Paterson |
| **Is this role hybrid working or permanently onsite at UWL?** | Hybrid |

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| **Please provide a one sentence description for advertising the role on the GI website** |
| This role both supports Professor Justin Paterson and his team of PhD students in the field of haptic-interaction research development, and additionally, commercial realization of audio innovations. |

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| **Main purpose of the job** |
| The aim of the internship is for the post holder to gain employability skills and experience of working in a professional working environment and an understanding of aspects of the businessThe post is to provide support for ongoing research projects in London College of MusicThe post-holder will implement Unreal Engine development (and creation of formal documentation) with opportunities to liaise with a commercial partner, and also assist with planning and coordination of the ongoing Clear West audio-innovation commercialization project.Graduate Interns will be supported throughout their internship with a programme of development and evaluation |

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| **What you will gain from this internship** |
| * Experience of advanced Unreal Engine programming (applicants should already have knowledge of this)
* Experience of cutting-edge research into novel approaches to audio production (using haptics and mixed reality) working alongside experienced researchers and a small team of PhD students
* Experience of creating formal technical-support documentation
* Experience of prototype development and commercialization
* Develop skills around formal experimental procedure and execution
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| **Key areas of responsibility** |
| * Provide day-to-day assistance with projects e.g., liaison with research team, Unreal development, documentation of operational aspects (writing an operation manual for the development).
* Support for the Clear West commercialization project
* Assist with development of prototypes in hardware or software
* From time to time, assist with data management and administration support, and assist in the design of data-collection tools and conduct of data-collection experiments
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| **Skills/knowledge required** |
| * A good understanding of game-engine software development; direct experience with Unreal Engine editor, Unity or games-development pipelines in general
* Some C++ programming skills
* An understanding of audio production
* An enthusiasm for innovation and problem solving
* Very good literacy
* Ability to liaise with commercial partners
* Ability to both independently plan and carry out work to a designated schedule
* An interest in 3D graphics and modern game technologies
* Useful: some knowledge of digital electronic prototyping (e.g. Arduino)
* Useful: Working knowledge of a 3D graphics package e.g., 3D Studio Max, Maya or Turbosquid
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| **Recruitment criteria** |
| Graduate must have completed an undergraduate degree, BA/BMus/BSc/BEng/LLB etc. and be from the summer graduating class of June/July 2023. |

Updated: Jan 2023