

Development of teaching materials in Virtual Reality in Unreal Engine 5

Institute of Internal Combustion Engines
and Fuel Cells



Description

For our fuel cell courses, we develop innovative materials and technology demonstrations in virtual reality (VR) at ivb. We use the Unreal Engine 5 development environment and platform for this purpose. We are looking for committed students who can further develop and expand our existing VR materials. Working hours of 20–38 hours per month can be arranged flexibly.

Main areas of work

- Software development in Unreal Engine 5 for the Meta Quest 3 Headset
- Administration of assets
- Documentation and maintenance of code

Prerequisites

- Basic experience in software development (ideally C++ or Blueprint)
- Experience with Unreal Engine 5 and/or VR beneficial
- Basic knowledge of fuel cells beneficial
- Good written and spoken English.
- Ability to work independently.

The TU Braunschweig endeavours to reduce under-representation in all areas and positions in accordance with the German Gender Equality Act. Therefore, applications from women are particularly welcome and can be given preferential consideration in accordance with §11 NGG. Severely disabled persons will be given preference if equally qualified. Proof must be enclosed. Personal data will be stored for the purposes of the application procedure.



Start: Anytime

Contact person

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