

HiWi, WiHi

Support for the development of an intuitive user interface for drone control

About us:

We are a tech start-up working to develop and market innovative spin-off products. Right now, we are improving the way that remotely controlled semi-autonomous drones are used in search and rescue operations, enabling first responders to more effectively prevent loss of life and property. Our project, which originated in the robotics research group at the Chair of Astronautics, involves numerous fields of activities, spanning technology research, application and business topics. We are currently looking for enthusiastic and motivated students to join our team. Be part of the journey!

Task Description:

As a student assistant, you will support the development of a user interface for controlling a drone through an augmented virtual reality environment. The base is the Unity Game Engine development platform. Various possible tasks include improving the design, performing user tests, developing new features and implementing a user interface for VR and AR glasses.

Possible Work Packages:

- Carrying out user tests
- Testing and revising the user interface based on user feedback
- Developing new features or workflows based on user feedback
- Development of a VR user interface based on the OpenVR framework (HTC Vive, HP Revenge)
- Development of an AR user interface based on the HoloLens 2

Requirements:

- Experience with the Unity Development Platform.
- Knowledge in C#
- Fun in artistic and creative activities.
- Enjoyment and skills for design

Enjoyment and skills for design Applications:

We look forward to receiving your application. Please send your CV and documents to the e-mail address below.

Contact

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