PhD and Postdoc positions in Computer Graphics and Physics-Based Simulation
University of Utah, Salt Lake City, USA

A newly established computer graphics laboratory lead by Dr. Ladislav Kavan accepts applications for PhD candidates and Postdoctoral researchers. We are looking for individuals motivated to pursue research projects in interactive computer graphics and physics-based simulation, with applications in traditional areas (computer games and feature animation) as well as less traditional ones (biomechanics and medicine). For a list of our recent publications please visit: http://www.cs.utah.edu/~ladislav/

The University of Utah is the birthplace of computer graphics: Gouraud and Phong shading, as well as the iconic teapot model were developed at Utah. Famous alumni include Ed Catmull (co-founder of Pixar) and John Warnock (founder of Adobe Systems). For more information please visit: http://www.cs.utah.edu/

Location. The University of Utah is located at Salt Lake City, the “Crossroads of the West,” within driving distance from Las Vegas and many national parks (Yellowstone, Arches, Zion). Salt Lake City hosted the 2002 Winter Olympics and features some of the world’s best ski resorts. In the summer, the nearby Rocky Mountains offer endless outdoor recreational opportunities such as hiking, mountain biking, camping, and rock climbing.

Expectations. Ideal candidates should be fluent in English and C++, well versed in mathematics (especially calculus and linear algebra) and have demonstrated interest in computer graphics.

Compensation. Selected PhD candidates will enjoy tuition waiver and stipend of $27,900/year. The compensation rate for Postdoctoral researchers is $55,000/year.

Application. Interested candidates are encouraged to send their CV to Ladislav Kavan, ladislav dot kavan at gmail dot com. Links to websites or samples of your work such as papers and videos are welcome, but please avoid sending large files via email.