

Forschungspraxis, Assistant (Student)

Realistic Robotic Simulator

We are looking for a highly motivated working student, who would like to contribute to our current robotic simulator project. This project's aim is to bring robotics in Unity3D using a high-performance bridge in particular for haptic-enabled reinforcement learning skill learning.

Responsibility:

- 1) Add torque/force sensor to robot's end-effector
- 2) Add joint torque sensors for robot joints
- 3) Build automation
- 4) Update and maintain the URDF of the LMT's Movo Platform
- 5) Force feedback rendering

Prerequisites

Strong Background in C++

Strong Background in C# and Unity3D

Be familiar with Nvidia Physics and Nvidia Flex (Optional)

Experience in software development

Familiar with Robotics

Open for the long period contract (6 Months)

Contact

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Advisors

Edwin Babaians