TUM

Assistant (Student)

Topics in game-engine based human activity simulation

Existing human activity simulators should be made operational and evaluated.

Prerequisites

You should have experience working with game engines like Unity3D or Unreal Engine.

Comfortable with C++ (for Unreal Engine based activity generation and sensor data recording)

Comfortable with matlab/python for sensor data analysis.

Contact

Rahul Chaudhari

Advisors

Rahul Chaudhari