



Position: Research Engineer

Location: Singapore Management University School of Information Systems

Research Area: The goal of this project is to extend the K-Sketch animation sketching system to make it easier to create animated storyboards of films and video games. The project will include design, testing, user evaluation, and deployment of this software. See www.k-sketch.org for more details.

Requirements: Candidates need to have at least a bachelor's degree in computer science or a related discipline (master's degree is preferred). Candidates should have a strong programming background in C# or Java (C# preferred). Those who have some experience developing both interactive, graphical applications and web applications are preferred. Experience developing pen-based interfaces is also desirable.

Successful candidates will be required to undertake a one year contract. Contract extension of another year is subject to review at the end of the first year.

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