3D Presentation Software

Responsibilities:
- Implementing infrastructural subsystems and features for a 3D Presentation Software package

Requirements:
- Programming skills in C#/C++ or similar object-oriented languages
- Basic understanding of desktop software primitives (message loop, GUI controls, events, etc.)
- English communication skills

Helpful abilities to have:
- Understanding OOP design principles and patterns
- Knowledge in 3D graphics

Work conditions:
- Very good salary or as an academic project
- In the summer and vacations - up to full-time
  During the academic year, at least one day a week (flexible times)
- At least one more year at the Technion

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