

Student Assistant for RoboCup HL Simulator Development

We are looking to hire a student assistant (m/f/d) to help the Technical Committee of the Humanoid League setting up a virtual competition in 2021. The main responsibility of the student is to set up and tune the virtual environment and implement an automatic refereeing/game state management system for the RoboCup 2021 virtual soccer competition. The student will work in close collaboration with the developers of the RoboCup Humanoid League simulation system.

The successful candidate must fulfill the following requirements:

- Strong programming skills in Python and C++
- Experience implementing virtual environments and writing robot control software for Webots
- Experience with robotics systems
- Fluent in written and spoken English

The ideal candidate has additionally...

- ... worked with AWS or other cloud-computing infrastructures before
- ... experience working in larger software projects
- ... programming skills in Java
- ... experience from a RoboCup Humanoid competition
- ... experience working with ROS or ROS 2

The student assistant would need to be available for about 10 hours of work per week from March to June 2021 (four-months contract). Ideally, the student assistant would be available for a follow-up project in spring 2022.

The work will be conducted on behalf of and paid for by the RCF. The student will enter into a freelance work contract with the RCF. The student assistant must hence be able to work self-employed/as a freelancer following the legal requirements in their respective country.

If you are interested in this position, please send a CV and a programming sample (ideally a link to an OpenSource repository) to Maike Paetzel-Prüsmann (paetzel-pruesmann@uni-potsdam.de) no later than **February 26th, 2021**.