

Research Engineer (AR) (FG)  
Singapore Institute of Technology

Direct Link: <https://www.AcademicKeys.com/r?job=251525>

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Posted Jan. 13, 2025, set to expire Jul. 5, 2025

**Job Title** Research Engineer (AR) (FG)  
**Department** Infocomm Technology  
**Institution** Singapore Institute of Technology  
Singapore, , Singapore

**Date Posted** Jan. 13, 2025

**Application Deadline** Open until filled  
**Position Start Date** Available immediately

**Job Categories** Professional Staff

**Academic Field(s)** Computer/Information Sciences

**Job Website** <https://careers.singaporetech.edu.sg/cw/en/job/498833/research-engineer-ar-fg>

**Apply By Email**

**Job Description**

## Research Engineer (AR) (FG)

**Job no:** 498833

**Department:** Infocomm Technology

**Contract type:** Contract

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As a University of Applied Learning, SIT works closely with industry in our research pursuits. Our research staff will have the opportunity to be equipped with applied research skill sets that are relevant

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to industry demands while working on research projects in SIT.

The primary responsibility of this role is to deliver on an industry innovation research project where you will be part of the research team to develop a novel near-eye display technology for augmented reality (AR).

### Key Responsibilities

- Participate in the research project with Principal Investigator (PI), Co-PI and the research team members to ensure all project deliverables are met.
- Conduct research towards a novel near-eye display for augmented reality and develop a prototype.
- Coordinate procurement and liaison with vendors/suppliers and carry out other project related activities.
- Work independently, as well as within a team, to ensure proper operation and maintenance of equipment.

### Job Requirements

- A Bachelor/Master's degree in computer, mechanics or related programmes.
- Knowledge and experience in near-eye display for VR/AR will be advantageous.
- Able to build and maintain strong working relationships with people within and external to the university.
- Show strong initiative and take ownership of work.
- Teamwork spirit

### Key Competencies

- $\geq$  2 years of research experience in near-eye display technologies for VR/MR.
- Teamwork spirit and ownership attitude.

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**Advertised:** 13 Jan 2025 Singapore Standard Time

**Applications close:** 30 Apr 2025 Singapore Standard Time

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**Contact Information**

Please reference Academickeys in your cover letter when applying for or inquiring about this job announcement.

**Contact**

Singapore