We are looking for a student in the broader field of signal processing, informatics or audio engineering for a temporary internship. While the start date (May-July) and the duration (3-6 months) of the internship are flexible, one thing is not and that is your commitment to hyper-realistic spatial audio.

Female applicants enrolled in Austrian Universities can profit from the FEMtech program of the FFG.

Your responsibilities

Within the internship your mission will be to create and develop

- **spatial audio demo applications**
- **an immersive Unity experience with bad-ass graphics and the most realistic spatial audio** both with the support of our team, tools, and technology!

The demo applications and experiences will be featured on our web page and deployed to our Oculus Quest 2 which you will be using during the process to dive into another reality!

Your profile

- Highly motivated and creative
- A passion for audio and sound
- Experience with
  - digital audio workstations (e.g. Reaper)
  - spatial audio tools (e.g. IEM Plug-in Suite)
- Unity / Unreal
- Wwise is a plus
- English and German language skills
- Open to acquiring rudimentary C# programming skills during the internship :-)