

This project is co-financed by the European Union
and the Republic of Turkey.

MIXED REALITY APPLICATION FOR IMPROVING MINE SAFETY CULTURE IN UNDERGROUND MINING PROJECT

Contract Nr. : TREESP1.1OHSMS/P-03/115



1 - Game Developer

- Students/Graduate of Engineering Departments, preferably Informatics Institute with a solid background in game development in Unity.
- Technical competency in required coding languages for game development and experience in the usage of hardware of VR applications will be preferred.
- Will be responsible of the development of the VR environment together with the 3D modelling staff and will also participate in the applied trainings for technical support.

2 - Game Developer

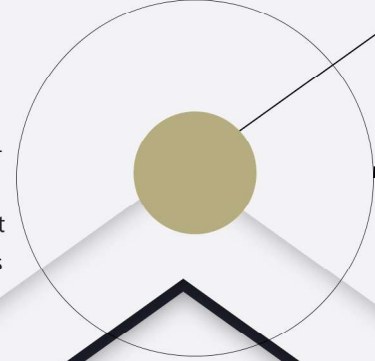
- Students/Graduate of Engineering Departments, preferably Informatics Institute with a solid background in game development in Unity.
- Technical competency in required coding languages for game development and experience in the usage of hardware of MR applications will be preferred.
- The game developer will be responsible of the development of the MR environment together with the 3D modelling staff and will also participate in the applied trainings for technical support.

3- 3D Modelling Artist

- Student/Graduate of Engineering, Architecture Departments, preferably Industrial Design with an experience in game development.
- Technical competency in Unity, Blender, 3DS Max, Adobe Photoshop will be preferred animations for VR and MR game.
- Collaborate with game developers to deliver project needs .

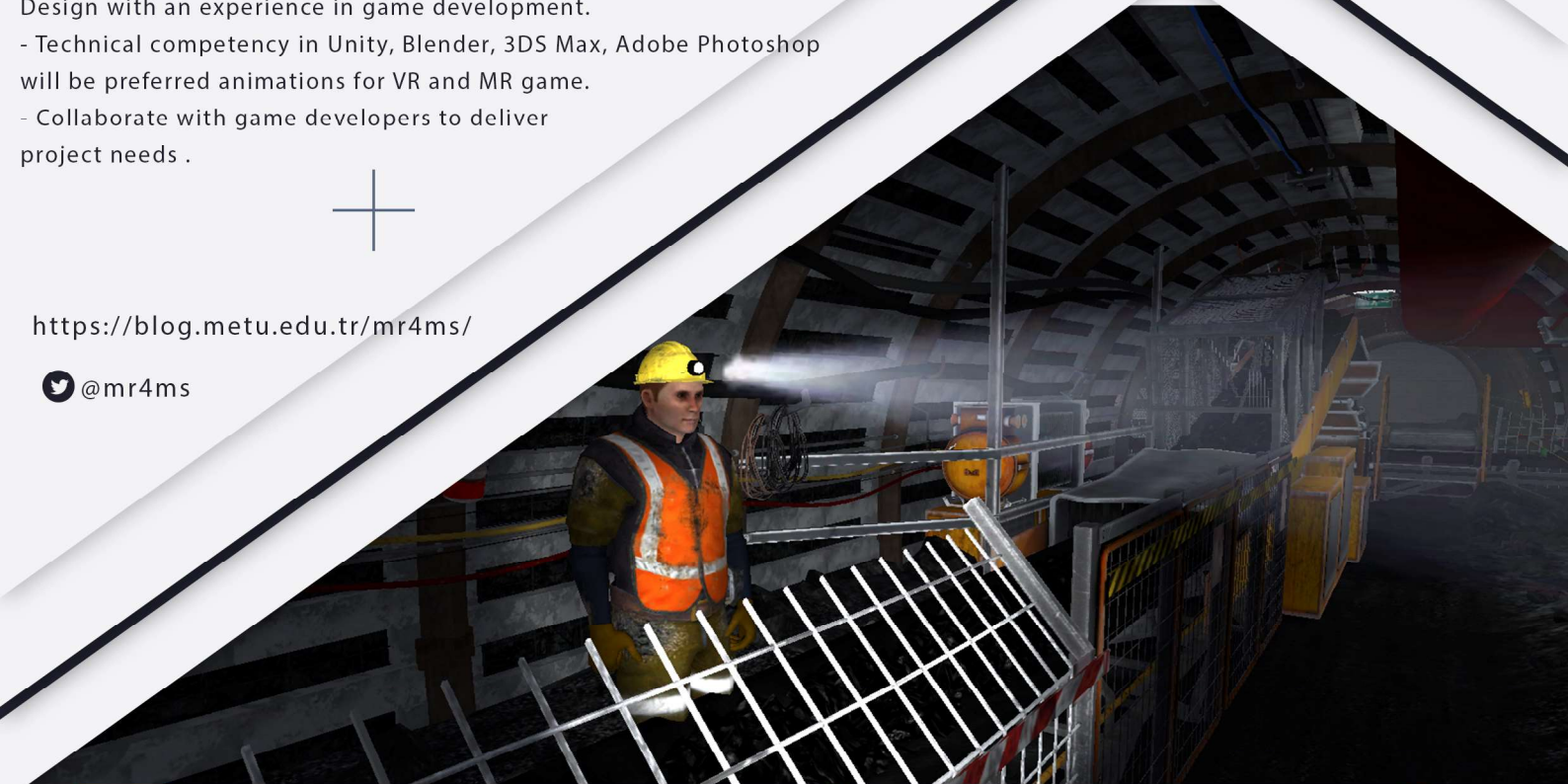
JOB POSITIONS

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HUMAN RESOURCES
DEVELOPMENT
OPERATING STRUCTURE



MINISTRY OF FAMILY, LABOUR
AND SOCIAL SERVICES
DIRECTORATE GENERAL OF OCCUPATIONAL SAFETY AND HEALTH



REPUBLIC OF TURKEY
MINISTRY OF FAMILY, LABOUR
AND SOCIAL SERVICES



MIDDLE EAST TECHNICAL UNIVERSITY