

**Virtual Reality Lab student assistant**  
**UCLA Department of Film, Television and Digital Media**

Number of positions: 1-2  
Hours per week: 10-20  
Rate: \$22/hour  
Start: Fall 2017

The Department of Film, Television & Digital Media in the UCLA School of Theater, Film & Television is seeking hourly student lab assistants with skills in Unity 3D and/or AfterEffects to support virtual reality (VR) projects and classes. Applicants must be willing to solve technical problems, acquire new software skills, instruct students and support the creation and presentation of interactive VR environments and/or 360 degree videos.

Applicants must have one or more of these skills:

- Strong proficiency with programming (C# or Javascript) for Unity 3D
- Experience with 3D modeling and interactive design in Unity
- Proficiency with AfterEffects + Mettle Skybox \*or\* Autopano Video + Autopano Giga for stitching and editing spherical video
- Experience editing and mixing spatial/binaural audio (e.g., with Spatial Audio Workstation)

Qualified graduate or undergraduate student applicants should contact Professor Steve Anderson: [sfanders@tft.ucla.edu](mailto:sfanders@tft.ucla.edu)

The VR Lab is a newly created research and teaching unit in the Department of Film, Television & Digital Media devoted to experimentation with cinematic VR and mixed reality for HTC Vive, Oculus Rift and GearVR display systems.