

CALL FOR APPLICATIONS: RESEARCHER

Job/position/grant:

Job reference: AE2024-0385 (HUMANISE-Geral - HUMANISE)

INESC TEC - Instituto de Engenharia de Sistemas e Computadores, Tecnologia e Ciência

Job/position/grant: RESEARCHER

City: Porto

Research field: Main: COMPUTER SCIENCE

Sub: Informatics

Job summary:

INESC TEC is accepting applications for 1 RESEARCHER job in the Software Engineer. Stages of system/software development life cycle for the areas of Earth Sciences, Ocean, Space, Agriculture, Health and Industry.

Scientific Advisor: Marco Amaro Oliveira

Start Date: 2024-11-01

Location: INESC TEC, Porto, Portugal

Job description:

Work Area: Software Engineer. Stages of system/software development life cycle for the areas of Earth Sciences, Ocean, Space, Agriculture, Health and Industry.

Project overview: Carrying out and managing R&D projects and enhancing knowledge, participating in the preparation of R&D project applications, mentoring junior researchers, scientific production oriented to international journals and conferences, intervention in the scientific and professional communities, as well as participation in scientific dissemination initiatives and technology, particularly in the areas of work considered

Objectives: Develop R&D activities in the area of work.

Academic Qualifications:

MSc in Informatics and Computing Engineering or similar

Minimum profile required:

- Minimum of 3 years of experience in R&D projects;
- Experience in developing Digital Twins (DT) for simulation and optimisation;
- Experience of developing Augmented Reality (AR) applications to monitor and improve safety and spatial awareness in complex environments;
- Experience of managing teams, schedules and resources to fulfil project objectives;
- Technical skills: C#, C++, Python, Node, React, Git, Docker.

Preference factors:

- Experience in implementing IoT infrastructures;
- Experience in guaranteeing data protection in the development of systems and services;
- Experience with MLOps
- Proficiency in relevant game development tools and software.
- Strong understanding of game mechanics and player engagement strategies.
- Technical skills: Unreal Engine, Unity, WebGL, Kubernetes, PostgreSQL, MongoDB, ElasticSearch.
- Methodologies & Frameworks: Agile, SCRUM, Kanban.

Funding Entity:

Type of contract: Uncertain term contract

The hiring shall be governed by what is stipulated in the legislation in force regarding uncertain term employment contracts and by INESC TEC norms.

Selection criteria: The selection of the candidates will be based on the following criteria, in descending order of consideration:

a) Relevant Curriculum in the concerned field of this tender

b) Proven experience.

Disability Incentive: Candidates who present a degree of disability equal to or greater than 90% will benefit from an incentive (20) in

the score of the CV Assessment.

 $Candidates \ who \ present \ a \ degree \ of \ disability \ equal \ to \ or \ greater \ than \ 60\% \ and \ less \ than \ 90\% \ will \ also \ benefit$

from an incentive (10) in the score of the CV Assessment.

Said score may, in these cases, exceed 100 points.

Candidates must demonstrate the degree of disability during the application, namely through the submission of the Multi-Purpose Medical Certificate of Disability, issued in accordance with Decree-Law no. 202/96, of

October 23 - currently in effect.

Candidates must declare, in the application form, the type of disability used throughout the selection process,

in order to proceed with the required adaptations.



Selection Jury: President of the Jury: Artur Rocha;

Member: Ademar Aguiar; Member: Hugo Paredes;

Substitute member: Alexandre Carvalho;

Notification of results: The results of the selection process will be sent to the interested by electronic mail.

Application period: From 2024-09-12 to 2024-09-25

Application submission: Electronic form filling in www.inesctec.pt in the section Work with Us