**OMIC INTERNSHIP JOB DESCRIPTION**

**JOB TITLE: Programmer Assistant for virtual reality training on UNITY game engine**

**JOB SUMMARY**: The OMIC/OMEP Factory of Tomorrow (FoT) research lab is developing virtual training programs for manufacturing companies to help them decide if these kinds of tools are useful in their day-to-day operations. Many of our training programs use a game engine called UNITY. This intern will learn to work with UNITY to assist in developing virtual reality (VR) training experiences. Training will be provided for all skills needed to use the UNITY game engine. An estimated 20 hours per week for 8 weeks is required for this position.

**QUALIFICATIONS OF POSITIONS:**

* Must be 16 to 18+ years of age
* Ability to work professionally with others and to communicate effectively (both orally and in writing) with elementary students and staff
* Ability to understand and follow oral and written instructions
* Ability to take instruction from your assigned mentor(s)
* Must be capable of self-motivation to work on and finish assigned projects
* Must be willing to abide by the business policies of OMIC
* Possess knowledge of English usage. Including
  + have some object-oriented programming experience
  + Must be comfortable using a Windows-based PC platform with the Windows operating system
  + Must be able to take instruction and adhere to OMIC standards as determined by your mentor
* Perform physical requirements which may include:
  + Must be responsible enough to work from home as required and to stay on task
  + Must be able to interact effectively with a computer for multiple hours a day
* We are looking for interns with a strong desire to learn how to use a game engine to create new things within the xR (VR and/or AR) space.

**ESSENTIAL DUTIES AND RESPONSIBILITIES:**

* Learn how to efficiently use the UNITY game/physics engine to help build out applications for the projects identified in the FoT lab.
* Work with your mentor to formulate a strategy for solving the business problem within the software you will develop
* Good oral communication is required and an ability to listen to instruction from your mentor
* Must be able to be self-motivated when working from home is needed
* You will be required to become proficient on the latest UNITY platform to assist in developing interactive training experiences; all training materials will be provided.
* Must be able to dedicate a minimum number of hours per week to your personal training and the work required to deliver projects in a timely fashion