Ph.D position in Computer Graphics available

The High Performance Computer Graphics Lab at Purdue is looking for prospective Ph.D. students starting January or August 2017. The 3-5 years PhD study program in Computer Graphics with a special focus on procedural and geometric modeling.

Please consult the HPCG Lab web page for more details about our work.

**We offer** funded PhD positions with fees paid from scientific projects, grants from National Science Foundation (NSF), collaborations with industry, or as a teaching assistantship. Candidates will receive monthly financial support based on the standard university payments, paid fees, and health insurance. Accepted candidates will be provided with a letter of acceptance to obtain student’s visa status.

**We require** excellent skills in C++ and OpenGL. Very good background in mathematics. Friendliness, willingness to work in team and collegiality. The work requires commitment to the field and ability to work on multiple projects: research and PhD. topic oriented, as well as projects required by the nature of the collaborations.

Candidates should send their CV directly to Bedrich Benes at bbenes@purdue.edu.

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Dr. Bedrich Benes
is professor of Computer Graphics Technology,
Purdue University Faculty Scholar,
and head of the HPCG Lab,
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Sep 20th 2016