About XperDi

XperDi specializes in configuring 3D-models in CAD and game engines. With our product, customers can reduce the amount of time consuming CAD-modelling processes and stay focused on building better products. By utilizing state-of-the-art game engines we can also offer a new way to experience products in immersive and interactive photo realistic environments.

At XperDi you get an opportunity to work in start-up environment with a young team focused on the latest technologies. We are located at the business incubator LEAD in Mjärdevi.

About the thesis

The scope of the thesis is to use the Unreal Game Engine to present data from CAD in a user friendly and intuitive manner. You will work with Unreal to build different configuration settings using UMG-UI (Unreal motion graphics user interface). You will also write AI and behaviour trees to simulate different real time situations.

Skills/Tools

- C++
- Unreal Game engine
- Visual studio
- Git

Knowledge in Unreal is not a perquisite, but it is a merit. The thesis is for 1-2 persons and can be written both as a master or bachelor thesis, i.e. you can get 16 or 30 credits depending on how you want to present your work.

Contact

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TL;DR

16 or 30 credits for programming with C++ in the game engine Unreal for a start-up company in Mjärdevi.