



Creation of behaviors and perception systems to simulate road users

6 Months Graduate Internship

Project Description

The internship is part of a project to build a bus driving simulation tool that will be used in the bus drivers training. In a realistic reproduction of Paris roads and road signs, the simulation will involve drivers, bikers, riders and pedestrians, with behaviors as realistic as possible. Thus including, for instance, infractions to the rules of road.

Topic Description

Most of agents' behaviors are very tied to their perception of the road and other users. Thus, simulating very closely these perceptions is a strong prerequisite to accurately reproduce these behaviors. The finality of the internship is to highlight and implement several relevant behaviors, along with the needed perception systems.

Internship Description

The internship will take place within our R&D team, localized in a warm and friendly open space of the 11th district of Paris. The payment is about 400 euros monthly, with the prospect of joining the team in a fixed term contract, rolling contract or a PhD thesis, based on the motivations and qualities shown during the internship. Applications can be sent to contact@spirops.com.

Keywords

Artificial Intelligence, Serious Game, Behaviors, Simulation, Perceptions, C++