



Creation of behaviours and perception systems to simulate road users

6 Months Graduate Internship

Project Description

The internship is part of a project that aims to build realistic urban simulation tools. In a realistic reproduction of Paris roads and road signs, the simulation will involve drivers, bikers, riders and pedestrians, with behaviours as realistic as possible. Thus including, for instance, traffic rules infractions.

Topic Description

The goal is to create several behaviours that will be used to drive in a city (including cars, trucks, motorcycle, ...). The development of these behaviours requires the design of the decisional process and the retrieval (computation) of environmental information. These behaviours should match at best the reality.

The finality of the internship is to implement several relevant behaviours, 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. Applications can be sent to contact@spirops.com.

Keywords

Artificial Intelligence, Serious Game, Behaviour, Simulation, Perception, C++

More internship opportunities on <http://www.spirops.com/jobs.php>