

# Your career prospects with us

ESS Engineering Software Steyr GmbH develops highly specialised fluid simulation software for the automotive industry. The company's core expertise lies particularly in dip paint simulations for entire car bodies within a single day of computation time.

ESS is currently starting a new simulation tool based on SPH for which a new team of researchers is established.

ESS offers a calm and friendly working environment in a small international and highly motivated team. Scientific work and research is an important part of our work just like learning and acquiring new skills.

## Qualification Profile

### Junior Researcher

### Smoothed Particle Hydrodynamics (SPH)

#### Responsibilities

- Implementation of SPH based methods for the GPU
- Testing the software and validating results
- Documenting code
- Others according to skills

#### Requirements

- University degree in computer sciences, physics, mathematics, or similar disciplines
- English language skills
- Experience in software development with C/C++
- Experience with CUDA

### Optional requirements

- Knowledge of Lagrangian fluid formulations
- Knowledge of Eulerian fluid formulations
- Knowledge of smoothed particle hydrodynamics
- Knowledge of numerical analysis
- Additional programming language skills
- German language skills
- Other language skills
- Experience in GUI development

Starting date:        anytime

Working hours:     38.5 hours

Minimum wage:     3.000€ per month

**Overpayment according to experience and skills.**

We are looking forward to receiving your application (CV, motivation letter). Please send it to [martin.schifko@essteyr.com](mailto:martin.schifko@essteyr.com).

If you have further questions, you can contact us under the above Email address.