

## SERIOUS GAMING ENGINEER INTERNSHIP

### COMPANY PRESENTATION

D-ICE Engineering is a deeptech company created in 2015 in Nantes. We aim to contribute to 3 major challenges in the maritime environment: reducing its carbon footprint, improving safety at sea and producing clean energy. For this, D-ICE has developed expertise in:

- Multiphysics and multi-body modeling and simulation of marine operations
- The development of advanced scientific software
- Marine engineering and knowledge of wind-assisted vessels
- The development of advanced on-board piloting and navigation systems

Today, the company brings together a team of twenty engineers and PhDs, with multidisciplinary expertise bringing together hydrodynamics, applied mathematics, robotics and control, and software engineering and systems engineering.

### MISSION

The company is developing OCEANiCS, an advanced and powerful navigation system. The main objective of this internship is to develop a serious game to promote the capabilities of the system.

In collaboration with our R&D team, you will be in charge of multidisciplinary tasks including:

- Define the scenarios
- Adapt and further develop our inhouse 3D rendering engine VIPER based on OpenSceneGraph
- Develop the entertaining and gaming items (Chrono, Ranking, ...)
- Develop and Test Virtual Reality modules

### PROFILE

We are looking for a dynamic and motivated student, ideally with an attraction for the oceans and maritime world and willing to join a dynamic and ambitious company.

Required skills:

- Programming
  - C++
  - OpenGL / Unity / OpenSceneGraph
- Interpersonal skills
  - Methodology
  - Good communication and writing skills
  - Proficiency level in English. French is a plus.
- Beginning of the internship: winter/spring 2022
- Duration: 4 to 6 months