**Visiting Scholar – ENLV**

Job Description

Autodesk Research is dedicated to developing cutting-edge technologies and pioneering new workflows and experiences for our customers across AEC, Design & Manufacturing and Media & Entertainment industries. As a multidisciplinary team comprising scientists, industry practitioners and software creators, we assist customers in reimagining the future of designing and making.

One of our key focuses is the area of designing for human experience. We seek to enable and democratize the pursuit of human-centric principles and insights in all that our customers create by building innovative simulation tools for Autodesk software. To that end, we are exploring the intersection of latest developments in human sciences with advancements in technologies such as wearables, XR, computer vision, AI/ML. We are interested in understanding and then predicting nuances of human behavior, perception, emotions, cultural contexts as they pertain to informing the design of anything from cities, through infrastructure, landscapes, buildings, products to movies.

**Position Overview**

Visiting scholars will engage with [Autodesk Research](https://www.research.autodesk.com/) in a consultant capacity to provide expertise and thought leadership, broaden our understanding through key connections, and help Autodesk Research identify important engagement points with academia and industry. This is a six (6) month minimum contract position.

**Responsibilities**

* Advises on research methods
* Provides feedback and evaluation of research projects
* Suggests possible avenues for future research
* Develops strategies to initiate and build communities focused on human experiential and behavioural data collection.
* Advises on social theories that can be leveraged in simulation work, persona definition modalities, and scientific methods and types of validation and experiments commonly used in social science fields
* Identifies and explores opportunities to create open-source tools or frameworks
* Optionally provides skill development opportunities for Autodesk researchers

**Minimum Qualifications**

* Is either a professor, assistant professor, associate professor, or graduate student
* Academic institution IP and conflicts policies permit scholar to engage in work-for-hire consulting in scholar’s individual capacity

**The Ideal Candidate**

* Has a human sciences background (e.g. social, behavioural, cognitive, neuroscience)
* Has experience with simulation, in particular social and/or multi-agent background
* Has knowledge of the AECO (Architecture, Engineering, Construction and Operations) industry