We are a software company that has developed a solution named TacTile Pinpoint®. A software that imitates the feel of a physical control. It allows touch screens to be operated without watching where the user's fingers are going and give a 3D user experience to e.g. gaming. This year Camar was nominated for the "Maritime Stars" award by Marcod and the National Danish-Industry-body.

Do you remember the time when mobile phones had mechanical buttons? Back then when the cool ones could text without looking at the phone at all? These days are long gone. However, imagine your smartphone had such physical buttons, or the touch screen in a car, where you can identify these without your eyes. Camar´s software manipulates buttons in your phones or any other touch screen. TacTile Pinpoint® brings back "physical" buttons, using only software and the standard vibration engine already implemented in devices to do the magic, and make buttons in touch screens identifiable with just a finger once again.

Short description of TacTile Pinpoint®
TacTile Pinpoint® is built as a Software Development Kit (SDK) in Kotlin. Kotlin is a general purpose, free, open source, statically typed "pragmatic" programming language initially designed for the JVM (Java Virtual Machine) and Android, that combines object-oriented and functional programming features. It is focused on interoperability, safety, clarity, and tooling support.

It is developed and designed to make softkeys identifiable with just a finger. TacTile Pinpoint® gives a **proactive guidance**, with a pleasant "pulse" BEFORE a softkey is triggered. This way you can operate softkeys *without* your eyes. Furthermore, the solution also provides selectable voice-over for extra precaution. TacTile Pinpoint solution have enormous potential for many industries.

Higher user experience for softkeys in touch screens.

We are looking for top-motivated software engineering students for two projects.

1st project. Safety optimization for touch screens in cars. **Develop the Android SDK to C++ platform. You would be part of a** team and develop, implement, and test a new safety-enhancing software for *real-life* infotainment systems in cars together with one of the leading software vendors for Automotive manufacturers. The problem is technically challenging; how to architect and reimplement the current solution to be platform-independent and run in an actual car.

There are millions of touch screens in cars on the roads and that poses a huge safety problem, costs billions and could give the automotive industry a bad safety image. Touch screen is ranked as number 1 feature from consumers when buying new cars, and it saves manufacturers a lot of time and money instead of installing mechanical buttons. However, due to the lack of human interacting in softkeys, thousands of accidents happen every year.

We, at Camar, offer you to be part of a real-life project reducing the numbers of CAR DISTRACTION-RELATED ACCIDENTS. We are looking for motivated students, 2-3+ years software education, who could join a smaller team with the purpose of exploring Android's predefining functions and work on how to recreate it in C++. You´ll get a unique opportunity to join a cooperation with us and a leading software vendor who deliver embedded software to leading car manufacturers.

Your technical background would ideally include some experience with C or C++, an interest in software architecture and motivation for working with multiple platforms. It is still OK if you don't have all of these, as you'll be getting support from our team as well during the project.

2nd project. Can smartphone games in any way benefit from our technology? You would get the opportunity to explore whether games are suitable for our solution. Experiment, develop and prove the concept if and how TacTile Pinpoint® in practice could improve user experience. So far, gaming is an unexplored area for Camar, and the problem in question is to invent, refine and test ways for users to benefit from the technology related in gaming, for example by building a prototype to showcase your idea.

We, at Camar, offer you a chance to develop a game or controller for games where you combine TacTile Pinpoint® where you should test the various features. We are looking for motivated students, 2-3+ years of software education who has great interest in Android mobile games and think the new technology might benefit mobile game features. So, if you have ideas how a new technology could be used in games on smartphones, don´t hesitate to reach out.

Your background ideally includes some work on the Android platform, experience with gaming (or even game development) and a creative approach to software development.

Applicable to both projects, Camar offers salary supplements for the studies and development projects. The length of the projects can be adapted to your studies.

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