

Job Opportunity: Multi-Agent Game Simulator Development

We are developing a cutting-edge simulator to benchmark large-scale multi-agent games, including Capture the Flag, Evader-Pursuer, Defender-Attacker Blotto games, and more. This research project aims to push the boundaries of multi-agent systems research, culminating in a publication in a top-tier academic venue.

Key Responsibilities:

- Develop and program a state-of-the-art simulator for multi-agent game environments.
- Implement and evaluate baseline strategies across various game scenarios.
- Collaborate on research with the ultimate goal of publishing in a leading conference or journal.

Requirements:

- Strong proficiency in Python programming.
- Ability to dedicate sufficient time to the project. (20 hours per week)
- Basic understanding of game theory or a strong willingness to learn.

Note:

This is a rolling position and will be filled quickly. If interested, please reach out at your earliest convenience.