

# Unity Research with Universities

Unity collaborates with the global research community through programs, events, learning opportunities, and joint research endeavors.

## Research Collaborations

We engage in numerous academic collaborations across game design, advanced graphics rendering and authoring, XR, ML, AI, robotics, monetization engineering, and more. The specific nature of each collaboration varies, depending on the expected outcomes and timescales.

We look for:

- At least one faculty Principal Investigator (PI) who assigns academic researchers to the project.
- A Unity Research Project Leader sponsor who agrees to work with the faculty PI to lead the research effort.
- A clear project outline, with timeline for completion, and proposed outcomes.
- A written agreement between Unity and the university, covering such items as intellectual property (IP) and expectations regarding publication.

The best way to explore a potential collaboration with Unity is to connect with us [directly](#).

## PhD internship

This global program is designed to encourage and support promising doctoral and postdoctoral students in the **third or fourth year** of their PhD study. Details:

Applications must include a 500-word research summary that clearly identifies the area of focus, importance to the field, and applicability to Unity of the anticipated research during the internship period, as well as two letters of recommendation, including one from an academic advisor.

Please submit your application [here](#).

## Postdoc grant

This is a grant stipend for recent PhD graduates. Applicants should have high-quality publications and a solid record of innovation and research. Candidates must also be able to collaborate effectively with other researchers and product development teams. Interested candidates must [apply here](#) with their application materials (including CV, research statement, and contact information of at least three references who can write letters of recommendation).

## Visiting faculty residency program

Unity supports and participates in the academic research community through meaningful engagement with university faculty.

Current Programs:

**ML Artistry Residency Program, Unity Labs:** Work with a talented team focused on bringing the power of machine learning and AI to all aspects of content authoring to reduce the complexity of creating the best real-time 3D (RT3D) experiences in the world. Expertise required in advanced graphics rendering and authoring, XR, AI, and ML. [Apply here](#) with your CV and a link to publications.