

Ph.D. student positions
Computational Materials Group, University of Virginia, USA
<http://www.faculty.virginia.edu/CompMat/>

Research assistantships are available for students interested in pursuing Ph.D. degree in Materials Science and Engineering. The graduate students will join the Computational Materials Group and work on the development and application of various computational techniques (atomistic, continuum, mesoscopic) to research problems in general areas of laser – materials interactions, acoustic activation of surface processes, and investigation of properties of nanostructured materials. Members of the Computational Materials Group develop and run computer codes on local and national supercomputers, participate in schools, workshops, and research conferences, and are actively involved in collaborations with experimental and computational research groups worldwide.

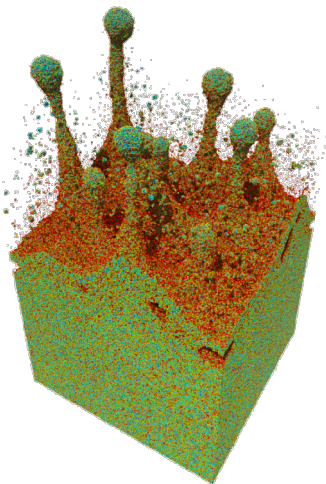
Students with strong motivation to perform creative scientific research and holding bachelor's or master's degrees in physics, materials science, mechanical engineering, chemistry, computational sciences, or related disciplines are encouraged to apply. Experience with any computational methods and/or high-performance computing is highly desirable.

In addition to applying to the MSE graduate program, interested applicants should send their CV and a brief motivation letter/e-mail to Prof. Leonid Zhigilei at lz2n@virginia.edu

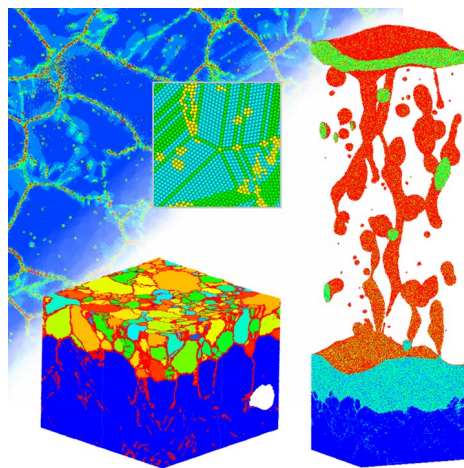
An overview of the application process may be found here
<https://engineering.virginia.edu/future-grads/graduate-admission>
and the link for the admissions website is <https://applycentral.virginia.edu/apply/>

Additional useful information for new graduate students (housing, health insurance, life in Charlottesville, *etc.*) can be found at this site: <http://www.virginia.edu/graduateguide/>

Examples of ongoing projects:



Generation of nanoparticles by laser ablation in liquids



Laser modification of surface morphology and microstructure



Mesoscopic dynamics of carbon nanotube materials