

The Nanoscience Cooperative Research Center, CIC nanoGUNE, located in Donostia / San Sebastian, Basque Country (Spain), is currently looking for a

**MASTER STUDENT**  
to work on  
**Theory**

## Theory and computational simulation of matter at the

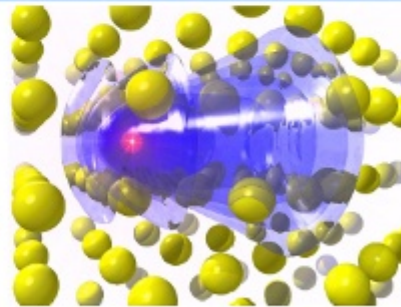
- Theoretical development for methods
- Computational methods development and programming (SIESTA)
- Computational simulations of nanosystems in supercomputers
- Collaboration with experiments
- Theory again to understand results

## Theory and simulations nanoscale quantum non-equilibrium – Nuclei shooting through

### From fundamental theory

$$F_j = -\psi_{n\mu} \left( \delta_j H^\mu_\nu - i\hbar v_k \Theta^\mu_{j\nu k} \right) \psi_n^\nu$$

Quantum gauge theory in a curved space  
(JFK Halliday et al SciPost Phys 2022)



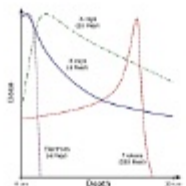
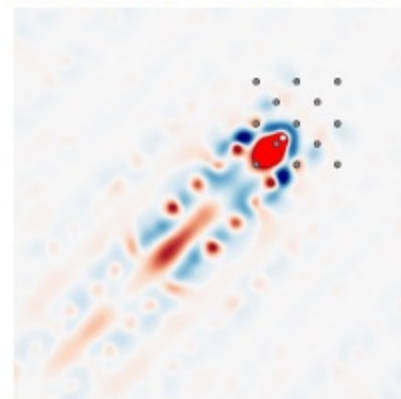
### Radiation damage

- Nuclear (fusion)
- Space
- Radiotherapy

### To supercomputers

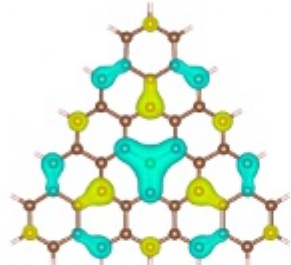


Electron wake for a high-energy proton in aluminium and diamond

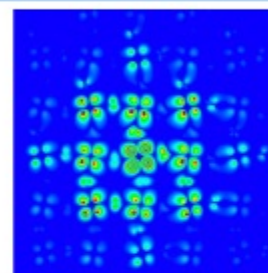


## Quantum and topological materials – stability of spin systems for quantum tec

### 2D nano and heterostructures



Spin in graphene triangulene - quantum sensing



Nano-sized self-trapped polaron in  $WO_3$



light

Candidates should **apply** by completing the form below and attaching the following documents:

- a. A complete CV and academic record
- b. A motivation letter is also recommended

The **deadline** for applications is **29/02/2024**.

*NOTES:*

*(i) All applicants will receive an answer after the end of the selection process; but please note that due to the large number of submissions that are expected, we cannot provide individual feedback.*

*(ii) Additional information about nanoGUNE's commitment towards [HR excellence in Research and Gender Equality](#) are available on our website.*

*(iii) We encourage you to subscribe to our [HR mailing list](#) to receive information related to nanoGUNE's open positions and open calls for different training and talent attraction programs.*