Training Brains Operation Center (TBOC)

The TBOC SIMS produce training content for the DoD, Inter-Agency, and Allied organizations for use in individual, institutional, and collective training domains. Cadets will work in the directorate that is responsible for 3d physical model development, virtual terrain development, game engine improvements, and battlefield event recreation scenarios. Cadets are placed in positions to help throughout the directorate based on their background. If Cadets have any programming experience they will assist with gaming improvements; art background - model development; geography - terrain; and gaming which would help in our scenario development efforts.

Location:

Cadets in TBOC will serve in Newport News, VA.

Prerequisites:

1. Enrolled in Computer Science or Engineer programs or have experience with computer programming.
2. Meet current APFT and height/weight standards at the time of application and during attendance.
3. Hold a Secret clearance or have an interim secret clearance.
4. GPA of 2.5 or better in academic major.
5. MS III Cadets have priority. However MS IV Cadets graduating December or later may apply as an exception to policy.