Computer Vision / Graphics Research Engineer

● Responsibilities:
  ○ As a member of the virtual avatar team, you will design, implement and test a complete pipeline to reconstruct and animate virtual avatars of people using commodity RGB cameras.
  ○ Ability and passion to work with teams in a fast-paced, open-table culture start-up company is important.

● Must have:
  ○ PhD/M.Sc. in Computer Science or Electrical Engineering.
  ○ 3+ years of experience in computer vision and computer graphics.
  ○ Strong understanding of basic computer vision and computer graphics concepts.
  ○ High proficiency in scripting languages, e.g., MATLAB, Python, for fast prototyping.
  ○ High proficiency in C/C++ for fast implementation.
  ○ General software development skills, including version control, debugging, testing, deployment, etc.
  ○ Enjoys a highly collaborative environment with minimal supervision.

● Great to have:
  ○ Experience in 3D modeling, especially full human body, face and hand modeling.
  ○ Experience in object segmentation and human pose estimation from images.
  ○ Experience in OpenGL or WebGL.
  ○ Experience in speech animation.
  ○ Experience in using 3D graphics/animation softwares, e.g., Maya, Blender, Unity, etc.
  ○ Experience in development on VR platforms, e.g., HTC Vive, Samsung Gear VR, etc.
  ○ Publication record in top computer vision/graphics conferences, e.g., CVPR, ECCV, ICCV, SIGGRAPH, SIGGRAPH ASIA, etc.

● Term of employment
  ○ Full-time

● Application Requirements
  ○ Please send the following to careers@oben.me
  ○ Detailed resume and/or LinkedIn profile
  ○ Links to any research / papers you have been an instrumental part of and are proud of
  ○ Any code you are proud of and is public
  ○ Name of instructor / adviser, if any along with link to their profile
  ○ Cover Letter identifying your five favorite apps on your phone

Interview process: https://goo.gl/gxpxwT