



GPU Software Engineer

UtopiaCompression Corporation (UC), based in Los Angeles, CA is a rapidly growing company with expertise in intelligent software solutions. UC develops cutting edge technologies for:

- Planning and control for robotic systems
- Enabling technologies for unmanned air-vehicles
- Networking protocols for Mobile Ad hoc Networks
- A wide spectrum of computer vision and other related technologies

UC offers a challenging and exciting environment to work on high-risk high-reward technologies with the potential of bringing in transformational changes to the state-of-the-art.

Position Summary

You will be working closely with a group of Research and Development Scientists and Engineers to breath life into cutting edge algorithms by implementing them in embedded and PC systems as pertaining to Unmanned Systems, with real time performance expectations. UC manages and actively develops a variety of technologies in Machine Learning, Computer Vision, Networking, and Medical domains.

Qualifications

- US Citizenship or Permanent Residency is preferred
- Candidate holds a BS/MS in CS/EE or similiar
- Experienced with C++, C, Python
- Experience with OpenCL and GPU computing.
- Prior exposure and habitual user of version control systems (ie git/mercurial/svn)
- Proof of Open Source or Public domain contributions is required for application, coursework is NOT acceptable
- Working knowledge of libraries such as OpenCV, Boost, Eigen, HDF5 and GUI toolkits such as QT
- Knowledge of Build Systems such as CMake
- Familiarity with Linux environments is expected
- Knowledge of platform APIs such as POSIX is desirable.

UC Benefits

- Competitive compensation package
- Full health care benefits
- Relocation, if applicable
- Paid vacations and sick leave allowances
- Company stock option

To apply, send your resume to: jobs@utopiacompression.com with the job title as the subject.