

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>