

Adobe Careers

2025 Intern - Research Scientist

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Clermont-Ferrand

Full time

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Our Company

Changing the world through digital experiences is what Adobe's all about. We give everyone—from emerging artists to global brands—everything they need to design and deliver exceptional digital experiences! We're passionate about empowering people to create beautiful and powerful images, videos, and apps, and transform how companies interact with customers across every screen.

We're on a mission to hire the very best and are committed to creating exceptional employee experiences where everyone is respected and has access to equal opportunity. We realize that new ideas can come from everywhere in the organization, and we know the next big idea could be yours!

- Location: Clermont-Ferrand, France
- Duration: 6 months
- Start date: Between January and June 2025
- Application open between 14th of October until 8th of November 2024
- Eligibility: Open to candidates with a Masters or Ph.D. degree or equivalent experience
- Hybrid: 3 days per week in the office, 2 days per week work from home

Join the Adobe Research Lab in Clermont-Ferrand as a Research Intern and be part of a dynamic team committed to advancing the future of digital experiences. This versatile opportunity allows you to work on world-class projects in computer graphics, computer vision, and machine learning, contributing to Adobe's ambitious goals of transforming creative industries. Immerse yourself in an inclusive and collaborative environment where your innovative ideas can thrive and make a tangible impact.

What you'll Do:

- Explore brand-new research opportunities in computer graphics, computer vision, or machine learning.
- Collaborate with a team of proven experts to develop and implement new algorithms and techniques.
- Publish your findings in top-tier academic conferences and journals.
- Present your research to both internal teams and external collaborators.
- Contribute to the development of Adobe's next-generation products and services.
- Engage in brainstorming sessions to determine the most promising research directions.
- Participate in collaborative projects, ensuring the flawless execution of research goals.

What you need to succeed:

- Currently pursuing a Ph.D. or Masters or equivalent experience in Computer Science or a related field.
- Strong background in computer graphics or computer vision, with solid knowledge in either calculus, algorithms, machine learning, algebra, signal processing, geometry or physics.
- Proven track record of research excellence, demonstrated by publications in top conferences or journals.
- Outstanding problem-solving abilities and the capacity to think creatively and ambitiously.
- Proficient in programming languages such as Python, C++, or similar. Depending on the internship topic, GPU programming may be mandatory.
- Ability to work independently while also excelling in a strictly collaborative team environment.
- Excellent communication skills to successfully implement and present complex ideas.

What to expect from the recruitment process:

Our selection process consists of two stages as follows:

- 60 minutes Technical Interview with the team.
- 45 minutes Soft-Skills Interview with the Hiring Manager.

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