

[← Job Openings](#)

Research Engineer

Prototyping – Paris, Ile de France

Department	Employment Type	Minimum Experience
Prototyping	CDI Cadre	Experienced

We are looking to hire a talented and passionate Research Engineer to participate in our continuous and growing innovation and research efforts, implement state-of-the art research papers, and design new workflows and technical solutions. You will integrate our world-class R&D team and work on complex problematics and explorative subjects.

REQUIREMENTS

- Will to innovate
- Ability to efficiently understand and analyze research papers for further implementation
- Generalist algorithmic skills (design, computational and memory complexity analysis etc.)
- Ability to profile code and detect practical bottlenecks for further optimization and thus achieving unbiased results
- C and C++ expertise
- Graphics library (e.g. DirectX, OpenGL preferred) and shading language (e.g. HLSL, Cg, GLSL preferred) expertise
- Ability to integrate and use 3rd parties
- Fluency in English (read, written and talked)
- Windows, Linux and/or OS X development environment

Pluses

- PhD in computer graphics or computer vision, preferably with experience in one or more of the following domains: mesh processing, image processing/computational photography, image analysis, computational geometry, virtual reality, deep learning, or global illumination (real time and/or offline)
- C++11 expertise
- Experience with the Qt framework, knowledge of the BOOST libraries appreciated
- Ability to grasp the technical/theoretical needs of innovative features (internal/client requests or be proactive), to determine their feasibility, and actively drive a small team of R&D engineers in the realization of prototypes for concept validation
- Experience with UE4 and Unity
- Experience with DCC tools (Blender, Maya etc.)

WHAT CAN YOU EXPECT FROM US?

- You will be able to work on motivating projects and products with passionate people in a very dynamic environment
- You will work on exciting and different sectors like games, VFX and animation, and explore new ones like VR/AR, archviz etc.
- We work in total transparency, and we do a 360° stand up every week where everyone from the company explains what they are working on.
- Working closely with other research scientists and software engineers you will be able to share and gain knowledge

