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BERKELEY, California - United States

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3D/ Computer Graphics Software Engineer

Description

About Twindom

Twindom is an industry leader in photorealistic body scanning and applications company. Our scanners are used around the world in the production of 3D Photography, VFX, product development, and more. We are a profitable, venture backed early stage startup based in Berkeley, CA.

About the Role

As a 3D/ Computer Graphics Engineer you will be working on a new *virtual fitting application* using our body scanner that allows you to try on clothing, online. We have a novel approach to the problem that is able to produce results which are practically *indistinguishable* from trying on an article of clothing and taking a picture of yourself in that outfit (Reach out and I'll show you!).

With this technology you will be able to try on all the clothing you want from your phone/computer, which has enormous implications for the future of fashion commerce.

In this role you will work on a small development team applying your knowledge and techniques in graphics, computational geometry, computer vision and machine learning. You must be a fast learner, capable of hacking together prototype solutions using any frameworks, algorithms, papers, etc. you think are relevant.

This position requires a high degree of autonomy and an ability to prioritize work and problem solving according to customer feedback. Your contributions will serve as the backbone for the product.

Primary Job Duty: Programming, graphics algorithms

Secondary Job Duties: Cloth Simulation, Computational Geometry, R&D / New Technology

Other Job Duties: 3D Graphics / Rendering, Tools / API, Machine Learning

Primary Software: C++

Secondary Software: Python, Blender

Other Software: CGAL, PCL

Salary: \$90,000 to \$120,000

Relocation: Yes

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