



Lemnis Technologies Pte. Ltd.

www.lemnis.tech

Lemnis Technologies is a team of accomplished researchers tackling the fundamental flaw in today's Virtual Reality: VR sickness. We build the software platform and hardware design that will drive next-generation headsets and make VR viable as the next computing platform.

Job Opportunity: **R&D scientist, Computer Graphics**

We are seeking an experienced scientist who can design and implement new algorithms at Lemnis Technologies. You will be part of a small team of engineers and scientists whose expertise range from computer vision and computer graphics to optics and machine learning, and who published in top-tier research venues (SIGGRAPH, SIGGRAPH Asia, ICCV, Photonics West...).

You will have the opportunity to contribute to the core technologies that will drive major VR headsets in the next generation.

The role as a R&D scientist in Computer Graphics requires in-depth expertise in Computer Graphics and related fields, including an advanced understanding of rendering pipelines, the ability to understand research papers and implement new algorithms related to rendering and image manipulation, strong software development skills (ideally C++, C#, GPU programming) and the collaborative attitude to work in a small startup environment. Strong publications in computer graphics and prior industry experience are a plus.

Join a world class team and build the future of VR/AR! Contact us at jobs@lemnis.tech