

Adobe Research is offering research and engineering internships this spring, summer, and fall in Cambridge MA, Seattle, San Francisco, and San Jose. We are looking for PhD and undergrad students who are excited about pushing the state of the art in audio, graphics, vision, human-computer interaction, machine learning, visualization, analytics, optimization, and more -- in ways that could be of interest to Adobe as well as to the research community at large. We have just started recruiting, and we would love to hear from you!

You will directly collaborate with one or more researchers or engineers, with access to world-class product groups and design teams. We regularly publish in leading journals and conferences, explore opportunities to invent new products, and create amazing features for our established creative tools -- allowing you to see your work in the hands of millions. We are especially interested in fostering ongoing collaborations and are open to projects that last beyond the internship and become part of your PhD thesis. In 2017, former Adobe interns published over 60 papers in CVPR, ICCV, SIGGRAPH and NIPS. We compensate interns well, and strive to create an environment that is both productive and fun.

Our Cambridge lab is located in Kendall Square, neighboring the MIT campus and steps away from the Red Line "T" with easy access to Boston. The Seattle lab is located in the hip Fremont area, directly on the water (you can kayak to work!) and connected by a bike path to UW. The San Francisco lab is located in the trendy SOMA area, near the ballpark and a short walk from the Caltrain station. The San Jose labs are in the heart of Silicon Valley, with a diverse array of culture and a short walk from the Caltrain station.

Our team currently includes the following researchers and engineers (for more information, visit our web pages at [research.adobe.com](http://research.adobe.com)):

#### Cambridge

- \* Sylvain Paris <sparis>: graphics, vision, photography, video
- \* Hijung Valentina Kim <vshin>: HCI, graphics

#### New York

- \* Shoaib Kamil <kamil>: programming languages, compilers, program synthesis, parallel computing

#### Seattle

- \* Mira Dontcheva <mirad>: HCI, graphics, visualization
- \* Danny Kaufman <kaufman>: graphics, simulation, computational design and fabrication, numerical optimization
- \* Vladimir Kim <vokim>: graphics, vision, geometry processing
- \* Tim Langlois <tlangloi>: audio, simulation, graphics, computational design and fabrication

- \* Wilmot Li <wilmotli>: graphics, visualization, HCI
- \* Jovan Popović <jovan>: graphics, geometry, simulation, learning, control, optimization
- \* Eli Shechtman <elische>: vision, graphics, photography, recognition
- \* Eric Stollnitz <stollnit>: engineering: graphics, computational photography, fabrication
- \* Jakub Fiser <fiser>: engineering: graphics, stylization, animation, procedural generation, visualization, artistic tools
- \* Marcos Slomp <slomp>: engineering: GPU, performance, graphics
- \* Kevin Wampler <kwampler>: engineering: numerical optimization, performance, computer animation
- \* Oliver Wang <owang>: video, graphics, vision, machine learning, photography
- \* Holger Winnemoeller <hwinnemo>: graphics, NPR, digital art tools, HCI
- \* Leo Zhicheng Liu <leoli>: information visualization, visual analytics, HCI

#### San Francisco

- \* Stephen DiVerdi <diverdi>: virtual reality, painting, machine learning, vector graphics, audio
- \* Matt Fisher <matfishe>: graphics, image/video processing, audio
- \* Aaron Hertzmann <hertzman>: artistic stylization, graphic design, VR, computer vision
- \* Sebastian Markesmueller <smarkets>: realtime rendering, GPU, 3d modelling
- \* Gautham Mysore <gmysore>: audio, machine learning, signal processing
- \* Geoffrey Oxholm <oxholm>: image and video processing, computer vision, machine learning
- \* Bryan Russell <brussell>: vision, recognition, machine learning
- \* Qingnan Zhou <qzhou>: graphics, geometry processing, computational fabrication
- \* Joy Kim <joykim>: HCI, social computing
- \* Cuong Nguyen <cunguyen>: HCI, VR
- \* Juan-Pablo Caceres <caceres>: audio, signal processing, spatial audio, machine learning”

#### San Jose

- \* Paul Asente <asente>: vector graphics, design, stylization, documents, HCI
- \* Jon Brandt <jbrandt>: visual search, recognition, machine learning, computer vision
- \* Hung H. Bui <hubui>: probabilistic inference, machine learning, deep learning, activity recognition
- \* Trung Bui <bui>: natural language processing, dialog systems, machine learning, deep reinforcement learning
- \* Nathan Carr <ncarr>: geometry processing, rendering, high performance computing
- \* Duygu Ceylan <ceylan>: 3D shape acquisition & analysis, machine learning
- \* Jose Echevarria <echevarr>: graphics, photography, artistic stylization, mixed reality

- \* Walter Chang <wachang>: NLP, document & knowledge engineering, dialog systems, machine learning
- \* Zhili Chen <zlchen>: real-time graphics, simulation, virtual reality, 3D printing
- \* Scott Cohen <scohen>: computer vision, image segmentation, vision & language
- \* Zhihong Ding <zhding>: engineering: mobile, web service, computer vision, machine learning
- \* Chen Fang <cfang>: recognition, recommendation, deep learning, computer vision, machine learning
- \* Sunil Hadap <hadap>: Multi-View Stereo, Shape from Shading, Material Estimation, 3D Face Estimation, Body Pose Estimation, Relighting, Image Based Modeling
- \* Daichi Ito <dito>: artistic procedural modeling, designing tools for artists
- \* Tom Jacobs <jacobs>: Big-Data Systems Infrastructure Technologies, Internet of Things, Security, Fraud Detection
- \* Yasin Abbasi Yadkori <abbasiya>: Online Learning, Machine Learning, Reinforcement Learning
- \* Hailin Jin <hljin>: deep learning, computer vision, natural language, reinforcement learning, machine learning
- \* Byungmoon Kim <bmkim>: rendering, simulation, high performance computing, geometry
- \* Sungchul Kim <sukim>: data mining, predictive analytics, online advertising/marketing
- \* Eunyee Koh <eunyee>: user segmentation, predictive analytics, personalization, HCI, data mining
- \* Branislav Kveton <kveton>: Online Learning, Machine Learning, Artificial Intelligence
- \* Joon-Young Lee <jolee>: computer vision, image/video processing, computational photography
- \* Haoxiang Li (haoxli): detection, recognition, face analysis, deep learning, robotics
- \* Zhe Lin <zlin>: computer vision, image processing, deep learning, machine learning
- \* Nedim Lipka <lipka>: NLP, conversational assistants, data mining
- \* Sheng Li sheli>: machine learning, deep learning, user modeling, causal inference
- \* Xin Lu <xinl>: Deep Learning, Vision, Conditional Image Generation, Image Editing.
- \* Mike Lukac <lukac>: Texture Synthesis, Patch Search, Garment Fabrication, Photo Collection Management
- \* Radomir Mech <rmech>: interactive procedural modeling, casual modeling, 3D printing
- \* Jingwan (Cynthia) Lu <jlu>: deep learning-based image synthesis and editing, vision, graphics, photography, AR, HCI
- \* Sana Malik <sanmalik>: information visualization, visual analytics, event sequence analytics, HCI
- \* Gavin Miller <gmiller>: procedural modeling, rendering, simulation, light-field imaging
- \* Saayan Mitra <smitra>: video delivery and monetization, recommendation, machine learning
- \* Brian Price <bprice>: semantic segmentation, interactive object selection, matting
- \* Stephen Schiller <schiller>: image vectorization, texture in images, vector graphics (curvature-controlled primitives, shape packing, etc)
- \* Xiaohui Shen <xshen>: depth estimation, recognition, visual search, scene understanding
- \* Xin Sun <xinsun>: 3D Photorealistic Rendering

- \* Kalyan Sunkavalli <sunkaval>: image and video processing, computational photography, geometry and material capture
- \* Vishy Swaminathan <vishy>: video delivery systems, rights management, network transports
- \* Georgios Theocharous <theochar>: reinforcement learning, machine learning, information retrieval
- \* David Tompkins <tompkins>: cloud computing, distributed systems, data science as a service
- \*Kanak Mahadik <mahadik>: parallel algorithms, distributed systems, high performance computing, data science
- \* Zhaowen Wang <zhawang>: image recognition, image restoration, deep learning
- \* Zheng Wen <zwen>: Online Learning, Machine Learning, Artificial Intelligence
- \* Jimei Yang <jimyang>: object segmentation, image synthesis, generative models and deep learning
- \* Ersin Yumer <yumer>: machine learning, 3D computer vision, graphics
- \* Jianming Zhang <jianmzha>: image processing, computer vision, deep learning

For PhD students, please send an email to [research-internship-phd@adobe.com](mailto:research-internship-phd@adobe.com) with your CV, a list of your research interests, and names of specific researchers or engineers you would like to work with. We also ask that you submit your application to our careers site via this job posting: [PhD Research Scientist Intern](#).

For undergraduate students, please send an email to [research-internship-undergrad@adobe.com](mailto:research-internship-undergrad@adobe.com) with your CV, a list of your research interests, and names of specific researchers or engineers you would like to work with. We also ask that you submit your application to our careers site via this job posting: [Undergrad Research Intern](#).

Also, feel free to reach out to specific members (email within brackets) at their [adobe.com](https://adobe.com) account. Internships will be granted on a rolling basis, so apply as soon as possible.