Snap Research is offering internships for spring, summer, and fall of 2018. We are looking for PhD students who are excited about pushing the state of the art in computer science areas such as graphics, vision, human-computer interaction, machine learning, natural language processing, deep learning, data science and more—in ways that could be of interest to Snap Inc. as well as to the research community at large. We have just started recruiting, and we would love to hear from you!

You will collaborate with one or more researchers, with access to world-class product groups and design teams. We explore opportunities for technology transfer and regularly publish in leading journals and conferences. We are especially interested in fostering ongoing collaborations and are open to projects that last beyond the internship. We compensate interns well and provide access to large computational resources. We strive to create an environment that is both productive and fun.

Our team currently includes the following areas and researchers:

Computer Graphics --- Venice, CA:

Linjie Luo <linjie.luo>: 3D reconstruction and understanding, augmented and virtual reality

Chen Cao <chen.cao>: 3D face modeling and tracking, facial image & video manipulation

Chongyang Ma <cma>: visual content creation, image & video processing, human digitization

David Salesin <salesin>: digital photography & video, non-photorealistic rendering (NPR), visualization

Hemanth Korrapati <hkorrapati>: deep learning applied to SLAM and scene understanding

Menglei Chai <mchai>: image-based reconstruction, image & video editing, 3D portrait modeling

Rahul Sheth <rahul>: 2D & 3D rendering, animation, simulation, character animation and locomotion

Wenlong Lu <wlu>: physical simulation (face/cloth/fluid), animation, 3D reconstruction

Yingying Wang <ywang>:character animation, motion capture, editing, synthesis and perception

Zehao Xue <zehao.xue>: character animation(face,body), character rigging, AR&VR, mocap, 3D printing

Computer Vision and Deep Learning --- Venice, CA and New York City:

Jianchao Yang <jianchao>: visual understanding, deep learning, image/video processing

Ning Xu <ning.xu>: deep learning, Image/Video Processing, computer vision, audio/speech

Harsh Agrawal <harsh.agrawal>: low-shot object recognition, vision & language (VQA, Text2Scene etc)

Kun Duan <kun.duan>: object recognition, image processing, image synthesis, ML for 3D vision

Linjie Yang <linjie.yang>: semantic segmentation, video segmentation, vision and language

Ning Zhang <ning.zhang>: large-scale object recognition, efficient deep learning, model compression

Phoenix Huang <phoenix>: computer vision for brand analysis and product recognition

Sergey Tulyakov <stulyakov>: generative modeling, facial analysis

Yuncheng Li <yuncheng.li>: object detection, object tracking

Zhou Ren <zhou.ren>: vision and language, image & video understanding, reinforcement learning

Ziyu Zhang <zzhang3>: vision and language, generative modeling, instance segmentation

Will Brendel <william.brendel>: unsupervised deep learning, quadratic optimization

Qieyun Dai <qdai>: object detection, semantic segmentation

Austin Reiter: computational imaging, action recognition, 3D reconstruction

Data Science and Data Mining --- Venice, CA:

Xiaolin Shi <xiaolin>: data science, experimentation, causal inference, computational social science

Yanen Li <yanen.li>: recommendation, ranking, data mining, deep learning for recommendation

Human-Computer Interaction (HCI) --- Venice, CA and Seattle, WA:

Andrés Monroy-Hernández <amh>: social and creative computing, crowdsourcing, product design

Rajan Vaish <rvaish>: crowdsourcing, online collaboration, mobile and social computing

Ian Wehrman <iwehrman>: user-experience design; web development

Joel Brandt <jbrandt>: creative design tools

Maria Pavlovskaia <maria>: rapid prototyping and new app development across all research products

Natural Language Processing (NLP) --- Venice, CA:

Luís Marujo <luis>: text understanding, multi-modal retrieval, deep learning for NLP

Leo Neves <lneves>: document representation, entity linking, multimodal learning, recommendation

Pradeep Karuturi <pradeep>: sentiment/emotion analysis, content quality/sensitivity, NLP engineering

To apply, please send an email to research-internships@snap.com with your CV, a list of your research interests, and any specific researchers you would like to work with. Also feel free to contact researchers directly at their email address: <researcher-alias>@snap.com. Internships will be granted on a rolling basis, so apply as soon as possible