



# EMBARK ON TECHNICOLOR'S INNOVATION ADVENTURE AND JOIN US FOR YOUR INTERNSHIP

## TECHNICOLOR RESEARCH & LICENSING

**Position:** 6-month intern

**Monthly allowance:** €1200 gross

**Advantages:** contribution of Technicolor Research & Licensing to transportation expenses and catering

**Location:** Rennes, FRANCE

**Internship list:** <http://www.technicolor.com/en/innovation/student-day/job-internship-opportunities-ri-labs>

**Application at:** [stage.technicolor@technicolor.com](mailto:stage.technicolor@technicolor.com)

With more than 100 years of experience and innovation, Technicolor is a major actor in entertainment, software, and gaming worldwide. With strong historical ties to the largest Hollywood studios, the company is a leading provider of production, postproduction and distribution for creators and distributors of content.

Technicolor is a world leader in film processing, a leading supplier in the field of decoders and gateways and one of the largest manufacturer and provider of DVD & Blu-ray discs. The recent acquisition of The Mill, a leading visual effects and content creation studio for the advertising, gaming and music industries adds one more first-rate brand to our already robust portfolio (MPC, Mikros Image and Mr. X), effectively making Technicolor the leader in VFX and post production services to the advertising production segment

The company also has a strong activity in Intellectual property and Licensing business.

This unique environment presents an exceptional opportunity to explore cutting-edge video technologies that will reach homes in the years to come.

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FEEL THE WONDER

Technicolor Research & Licensing  
975, avenue des Champs Blancs - CS 17616 - 35576 Cesson Sévigné Cedex, France

Work on the leading edge of media and entertainment technology.

Within Technicolor, join the 300 researchers who are breaking new ground in digital innovation and inventing the future of digital media to create outstanding content and deliver unique media experiences for the home, theaters and on-the-go. You will discover a group of talented individuals from diverse backgrounds working together in a stimulating, state-of-the-art environment that fosters new ideas and unleashes ingenuity

**Bring your sense of creativity, hard work, team spirit and join us!**

## YOUR MISSION

Our interns' mission is to help researchers identify new approaches, implement new algorithms, perform tests and benchmarks and contribute to the implementation of demos and prototypes within research teams.

## YOUR PROFILE

- Preferably Master 2 Student in engineering school / university
- Specialization in one of the fields below
- Inquiring mind, inventive, passionate
- Skills in prototyping applications on PC or embedded platforms
- Fluent in English

## Internship opportunities in multiple fields:

Computer Graphics (CG)

Computer Vision (CV)

Machine Learning & Deep Learning (MDL)

Human Computer Interaction (HCI)

Networking (NW)

Video Processing (VP)



If you are interested in joining us, please visit our website to see the detailed internship open positions at:

<http://www.technicolor.com/en/innovation/student-day/job-internship-opportunities-ri-labs>

**Please send your resume and cover letter at: [stage.technicolor@technicolor.com](mailto:stage.technicolor@technicolor.com)**



<b>Ref stage</b>	<b>Intitulé du stage</b>
TRD/2018-21	Deep 3D Object Localization & Tracking for Real / Virtual Fusion
TRD/2018-22	Framework for Deep Learning Inference
TRD/2018-23	Deep learning for rotoscoping task
TRD/2018-24	Deep learning-based filtering for future video codec
TRD/2018-25	Exploration of Advanced video compression technologies
TRD/2018-26	Quantization matrices for future video compression standard (h266)
TRD/2018-27	Weather Reassignment
TRD/2018-28	Weakly supervised quadruped modelling from video
TRD/2018-29	Self-supervised deep solvers for optimization-based image manipulation
TRD/2018-30	Wasserstein embedding learning for animation data
TRD/2018-31	Deep Learning for Light-Fields
TRD/2018-32	Exploring real-time Global Illumination solutions
TRD/2018-33	Diminished Reality
TRD/2018-34	360 degree camera color alignment
TRD/2018-35	Color Constancy by Deep Learning
TRD/2018-36	Audio attributes modification with deep representations
TRD/2018-37	Style transfer for VR avatar
TRD/2018-47	Transform coding for dynamic point clouds
TRD/2018-48	Deep learning for gesture recognition
TRD/2018-49	Artificial versus natural voice classification for vocal interface usage
TRD/2018-50	Learning from real home audio