



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: **Computer Graphics intern**

We are seeking a highly-motivated intern who can contribute, and assist in developing the software 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 Computer Graphics intern requires previous experience with rendering pipelines or game engines (e.g. Unity), shaders and low-level graphics programming, the ability to understand research papers and implement new algorithms in the fields of computer vision/graphics, strong software development skills (ideally C++ and C#) and the collaborative attitude to work in a small startup environment.

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