Job Title:
Senior research engineer in 3D computer graphics systems

About Huawei Nice Research Center:
HUAWEI is a leading global provider of information and communications technology (ICT), driving Innovation & Consumer Experiences in Smart Device, Infrastructure, and network solutions.

Huawei Nice Research Center is located in Sophia Antipolis Technology Park (10 minutes to Cannes, France). The team in Sophia Antipolis contributes to the creation of mobile 3D graphics gaming systems.

Job Purpose
We are looking for senior electronic and computer science PhD's and engineers to join our 3D graphics system research team in Sophia Antipolis. You will:
- Define research directions for next generations of low power mobile gaming devices.
- Lead and carry out analysis of use cases and technologies for high quality game rendering: neural rendering, ray tracing and many more.
- Contribute to next generation System on Chip (SoC) requirement definition: for Graphics Processing Unit (GPU) and sister components.
- Guide and contribute to exploration models for evaluating system benefits.
- Provide convincing technical materials for decision making by the world-wide team.
- Propose, set-up and lead cooperation projects with European research partners.

You will work closely with engineers located on multiple international sites.

Required skills

- PhD with 5+ year experience in Electronics / Computer Science,
  or MS with 8+ year experience in Electronics / Computer Science.
- 5+ year experience in 3D graphics research or development.
- Experience in traditional and deep learning algorithm modelling.
- Experience in processor programming and performance analysis is a plus.
- System architecture in other multimedia domains is a plus.

Critical Success Factors
- Result driven.
- Excellent communication skills in English.
- Efficient in diverse and changing environment.

To apply for this position, please email your application in English to karim.djafarian@huawei.com.

Key Words:

GPU, 3D graphics, ray tracing, Vulkan, DirectX, OpenGLES, OpenCL, CUDA, CNN, machine learning, deep learning, neural computing, computer games, research