Job Title:
3D computer graphics system research engineer

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 electronic and computer science PhD's and engineers to join our 3D graphics system research team in Sophia Antipolis. You will:
- Analyze innovative use cases and technologies for high quality game rendering: neural rendering, ray tracing and many more.
- Propose solutions for low power premium mobile gaming devices.
- Develop models for evaluating system benefits.
- Provide documented analysis backed by solid prototyping results.

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

Required skills

- PhD in Electronics / Computer Science,
  or MS with 3+ year experience in Electronics / Computer Science.
- Research experience in 3D graphics, imaging, or computer vision.
- Experience in traditional and deep learning algorithm modelling is a plus.
- Experience in processor programming and performance analysis is a plus.
- Fluent in written and spoken English.

Critical Success Factors
- Curious, versatile and hands on.
- Result driven, autonomous and team player.
- 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