R&D Engineer / Applied Researcher

Computer Graphics, Machine Learning, Signal Processing

Full-time permanent position available now

Dynamixyz - A Take-two Interactive Technology Studio in Rennes, France

Dynamixyz is an integral part of Take-Two Interactive, a major world-wide AAA video game company, with subsidiaries such as Rockstar Games, 2K Games, Ghost Story Games and Private Division. Dynamixyz acts as a technology-focused studio, with the mission to explore, design, develop and maintain innovative technologies and tools to improve the productivity of video game development for all Take-two subsidiaries.

Dynamixyz is expanding its R&D department in Rennes and is looking for an **R&D engineer / applied researcher specializing in computer graphics, machine learning or signal processing**. Dynamixyz's R&D team focuses areas revolve around **computer animation, facial motion capture, facial rigging, 3D geometry reconstruction, image and signal processing**.

The R&D department is responsible for the company's technological systems, runtime optimization techniques and visual data processing algorithms. Those internal R&D technologies form the technological core at the heart of the company's software products.

The position

You will join Dynamixyz's research & development department as a research engineer / applied researcher and help craft the best tools and technologies for the creation of world-class video games.

Your main mission within the company will include:

- **Designing, experimenting, and integrating algorithms** to fuel the company's technological development, and by extension the vision and ambition of its associated video games studios.

- **Discussing and documenting results**, methods, APIs, and conclusions.
- Reporting progress to other teams within the company and beyond to the rest of the group.
- **Coordinating with the product development teams** for successful integration of R&D technologies.
- Monitor and study relevant developments in science and technology, both in academic research and industry.

We are looking for the following profile:

- **Engineering/Masters/PhD degree in the field of computer graphics**, computer vision, machine learning or image processing.
- A **minimum of 2 years of professional experience** (or post-doc) is required.
- Knowledge of the C++ language.
- **Spirit of curiosity, problem-solving**, open-mindedness and team-oriented mindset
- **Proficiency in English and French** required, both oral and written.
- Knowledge of **collaborative software development tools** (Git, Cmake, CI/CD, testing).
- Knowledge of the Python language is a plus.
- Notions in 3D character animation techniques are a plus.

Who we are?

Dynamixyz is a technology software studio, specializing in the development of high-quality facial motion capture software for the entertainment industry (video games, movies, broadcast, VR). Its track-record includes high-profile games such as *Red Dead Redemption*, *Resident Evil*, *Watch Dogs*, *Assassin's Creed*, *NBA 2K*, as well as Marvel movies (*Avengers Endgame*) and Netflix shows (*Love, Death & Robots*). As a tech-oriented company, Dynamixyz has maintained a strong R&D activity, and has widely been praised as a leading technology provider since its inception in 2010.

In July 2021, Dynamixyz joined *Take-Two Interactive*, a world leading video games production company based in New-York City. *Take-Two Interactive* is the holding company of world-renowned video games studios *Rockstar Games, 2K Games* and *Private Division*. Within the *Take-Two* group, Dynamixyz focuses on developing state-of-the-art technologies and tools, enabling its studios to create outstanding animation for video game characters with unparalleled quality and efficiency.

Job Offer and Benefits:

- Full-time permanent position, open now.

- On-site position, located in Rennes, France.
- Occasional remote work possible.
- Competitive salary based on the profile.
- Meal vouchers program (“*Tickets Restaurant*”).
- Corporate healthcare plan (“*Mutuelle d'entreprise*”).
- Sports/Physical activity vouchers program.

How to apply?

- [nicolas.stoiber 'at' take2games.com](mailto:nicolas.stoiber@take2games.com)
- If your application is selected, you will start the recruiting process by a call with our Head of R&D Nicolas Stoiber