

Research Engineer – Computer Vision

The Company

Smart software for creative people.

The Foundry is not just a technology maker or a software seller; we are here to empower artists and designers across the world by enhancing their creative potential. We seek to create a world where people can continually raise their creative potential and to champion creative people by developing tools, technologies and processes that empower them to bring their ideas to life, more quickly and effectively.

We believe in:

- Constantly challenging
- Always being approachable
- Committed partners
- Endless enthusiasm!

Our technology portfolio is as creative as it is technical, packed full of ground-breaking, award-winning techy goodness that will have even the most demanding organization salivating!

We are a little bit proud of what we achieve at The Foundry and want to take you on our journey with us.

The Role

Reporting to the Head of Research, we are looking for a Research Engineer with computer vision expertise in video tracking, multiple-view geometry, and structure-from-motion. Applicants should demonstrate a strong understanding and leadership in at least one of these areas with a proven track record of high-profile publication.

This an exciting new role that will underpin a core area of expertise at The Foundry and will build the foundation for future film production pipelines for live action immersive and mixed reality media. The role spans the R&D life-cycle working with clients to define requirements, gathering feedback from prototypes and developing tools for product releases. There is the opportunity to attend national and international research meetings and conferences.

The Responsibilities

- Technical expertise:
 - Develop an in-depth knowledge in a core area of expertise in the field of image, video and geometry processing.
- Algorithmic development:
 - Review and investigate state-of-the-art tools and academic work to define potential solutions to algorithmic problems.
 - Develop and review algorithmic solutions, create early prototypes as proof-of-concept and beta tools to gather feedback from clients.

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- Software development:
 - Contribute to the development of the code base for image, video and geometry processing across one or more products.
 - Support the specification of features, requirements and scheduling for software development work.
 - Fix bugs and deliver final solutions as part of the software life-cycle for technology prototypes and product releases.
- External partnerships:
 - Play an active role in communicating with and visiting customers or academic partners to understand and share requirements and proposed solutions.

The requirements

- A PhD in Computer Vision, Computer Graphics or Image Processing.
- Recent experience in image or video processing, SLAM, multiple-view geometry, image based modelling, 3D geometry processing, high quality rendering or 3D graphics.
- A strong record of international publication in top-tier conferences and journals or the equivalent relevant outcomes and awards for industry products.
- Proven experience in C / C++ software development with experience in GPGPU processing.
- Proven experience in creative problem solving, algorithmic design and the ability to turn complex algorithms into software tools.
- Excellent mathematical skills, with an organised and methodical approach, highly self-motivated and able to work independently with minimal supervision.
- Excellent communication skills with good spoken and written English.
- A genuine interest in the VFX industry and film with an appreciation and desire to work on cutting edge creative software in the visual effects industry

Applying

If you meet the criteria, are eligible to work and are interested, please send your [covering letter, CV, salary expectations and notice period](#) to jobs@thefoundry.co.uk with the subject "Research Engineer – Computer Vision".

More About Us.

Established in 1996, The Foundry is a global software company headquartered in London, with offices in Manchester, Shanghai, Austin, Los Angeles and Silicon Valley. We make smart software for creative people. But we are so much more than that.

We are not just a technology maker or software seller. We are here to empower artists and designers across the world. We develop tools, technologies and processes that empower them to bring their ideas to life more quickly and effectively.

We believe in a world where people can continually raise their creative potential.

We are champions of creativity.

We're proud of what we do at The Foundry and we'd love to help you achieve your potential.