



Computer Vision Engineer for Synthetic Data Generation

Job Description

As STM's Computer Vision & Remote Sensing group within Autonomous Systems, we deal with challenging computer vision problems in autonomous systems and design and employ state-of-the-art methods to tackle them. Most of the solutions to these problems involve machine learning techniques, prominently Deep Learning. Deep Architectures require extensive amount of data for both training and testing/simulation purposes; however, collecting and labeling of such data consume immense manpower. With the recent advancements of simulation engines, ultra-realistic games and generative models such as GANs, it has become possible to use synthetically generated data to meet these needs. We are looking for a talented and passionate Computer Vision / Machine Learning Engineer to design and develop systems for data generation.

Responsibilities

The ideal candidate should be comfortable making significant contributions in a few of the following categories:

- Using graphics engines and simulation software to prepare test and training data for object detection/recognition and tracking algorithms.
- Designing and developing test and simulation frameworks for our vision solutions.
- Applying Deep Learning to Computer Vision problems.
- Participating in cutting edge research in Computer Vision.
- Researching, prototyping and developing generative models (e.g. GANs) for data generation and data augmentation.
- Researching, prototyping and developing deep learning models for synthesizing real and virtual data.

Minimum Qualifications

- 2+ years of experience engineering in C++.
- 2+ years of experience engineering in Computer Graphics.
- Research interest towards Deep Generative Models.
- Fast prototyping skills.
- Collaborative, positive, team-oriented mindset.

Preferred Qualifications

- Strong C/C++ coding experience. Writing clean, elegant and maintainable high-performance code.
- MS or PhD degree in Computer Vision, Machine Learning, or related technical field preferred.
- Experience in Deep Learning.
- Experience in software development on Linux.
- Experience in OpenGL.
- Experience in game engines.

Please send your CVs to: udemirezen@stm.com.tr