2018-00316 - [GRAPHDECO] CTO/Industrial Postdoc

Level of qualifications required: Graduate degree or equivalent
Other valued qualifications: Ph.D.
Fonction: Temporary scientific engineer

About the research centre or Inria department
The Inria Sophia Antipolis - Méditerranée center counts 37 research teams and 9 support departments. The center's staff (about 600 people including 400 Inria employees) is composed of scientists of different nationalities (250 foreigners of 50 nationalities), engineers, technicians and administrators. 1/3 of the staff are civil servants, the others are contractual. The majority of the research teams at the center are located in Sophia Antipolis and Nice in the Alpes-Maritimes. Six teams are based in Montpellier and a team is hosted by the computer science department of the University of Bologna in Italy. The Center is a member of the University and Institution Community (ComUE) "Université Côte d'Azur (UCA)".

Assignment
She/he will be in charge of technology for the PicPlay startup project, which is based on the Image-Based Rendering research results developed by the REVES & GRAPHDECO Inria research teams. The technology builds on the following papers:

http://www-sop.inria.fr/reves/Basilic/2016/HRDB16/
http://www-sop.inria.fr/reves/Basilic/2016/TSPD16/
http://www-sop.inria.fr/reves/Basilic/2015/ODD15/
http://www-sop.inria.fr/reves/Basilic/2013/CDSD13/

The mission involves 40% research to solve remaining applied research questions that need to be resolved, in collaboration with the GRAPHDECO research group, 40% development of software for the startup assisting the lead developer and 20% business development, assisting the business developer/CEO. The successful candidate will lead the company's technical orientation during and after creation.

Main activities
This mission includes:

- Advancing applied research in Image-Based rendering, ie improving the rendering and scene processing algorithms.
- Developing C++ libraries and programs for the startup company
- Assisting in POC development and presentations

Skills
Required qualities (essential):
- Motivation for the discussed technology
- Highly Skilled, Autonomous

Required skills:
- essential – Knowledge of Computer Graphics and Computer Vision research
- highly desired - Programming language C/C++, Knowledge of Computer Graphics / Computer Vision Development and OpenGL/GLSL

Required Diploma and experience
- Preferably a Ph.D. (and minimum Master of Science or Engineering) in Computer Graphics or Computer Vision, with at least one component related to image-based rendering and/or multi-view stereo.

Benefits package
- Subsidised catering service
- Partially-reimbursed public transport
- Social security
- Paid leave
- Flexible working hours
- Sports facilities

**Remuneration**

From 2560 euros gross monthly (according to degree and experience)