



Research Assistant

Internship · Starting as soon as possible · Dublin

Company

At Artomatix, we believe that creating fascinating, immersive 3D worlds is a form of art that should be made available to everyone easily. To reach this goal, we constantly look for ways to leverage Machine learning and Neural networks, helping humans bridge the gap between their lack of time or skill and their sophisticated desires.

Artomatix solves the problem that creating 3D content costs too much and takes too long. It addresses all 3D-related markets: Videogames, Animation, Special effects, VR, AR, Industrial design, etc. It launched its first product focused on texturing at the Game Developers Conference (San Francisco) in March 2016. It leads commercial discussions with many of the top videogames studios, game engines and 3D software providers.

Artomatix recently received a €1.5m grant from the European Commission to fund its development. It reached the finals of TechCrunch Disrupt and Hello Tomorrow (2015), and won NVIDIA's \$100k Early Stage Challenge (2015). Now is the time to join one of Europe's most exciting startups, referenced in The Guardian, Le Monde & VentureBeat!

Profile

Presentation

The perfect research assistant needs to have a passion for new technology and a talent for quickly hacking things together. Our team comes up with more great ideas than they could ever implement without your help. We are looking for the type of person who's half programmer and half inventor, who's not intimidated to try things that might not work, but is thrilled by the opportunity to do something that nobody else has done before.

As we're an AI & 3D company, it is important for our research assistants to have a general knowledge of Machine Learning and/or Computer Graphics. You don't have to be an expert with a PhD – that's what our Researchers are for –, but you do need to know the terminology and general concepts. You also don't need to be a full-stack developer who knows every programming language, we have developers for that but you do need to be able to jump into new technologies and frameworks relatively quickly.

Responsibilities

- ✓ **Contribute to the success of the company's research effort:** work closely with our researchers to co-define, test and refine our algorithms;
- ✓ **Contribute to the successful implementation of Artomatix's technology:** once the algorithms are validated, turn prototypes into robust and scalable products.

Skills

- ✓ **Bachelor or Master's Degree in Computer Science or any relevant field;**
- ✓ **Passionate** about our mission and about the tech we're building;
- ✓ **Knowledge** in computer vision, computer graphics, machine and deep learning;
- ✓ **Fast learner**, being able to think out of the box and highly adaptable in your work;
- ✓ **Experience** with Caffe, Torch and / or TensorFlow –i.e. familiarity with neural networks;
- ✓ **Excellent knowledge of shader programming;** CUDA and OpenCL are a huge plus.

To apply

Send a short & impactful email summarising your profile, your motivations and what you think you can bring to Artomatix to jobs@artomatix.com with your CV enclosed.