



Researcher

Full time · 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 in 2015, and won NVIDIA's \$100k Early Stage Challenge. Now is the time to join one of Europe's most exciting startups, referenced in The Guardian, Le Monde & VentureBeat!

Profile

Presentation

We at Artomatix aren't just looking for PhD's who come from good schools or have dozens of publications. **We want people who have a passion for seeing their ideas exist in the real world and impact people's lives.**

Our CTO has a saying: "There's a subtle but huge difference between industry and academia. In academia they train you to solve hard problems because they're hard. In industry you have to solve problems because they are important. While difficulty and importance aren't mutually exclusive properties, when you focus on one, you tend to ignore the other. A good example is turning diamonds into coal. It's a very difficult problem and perfect for academia but it has absolutely no real world application. On the other hand artificially turning coal into diamonds is a relatively easy problem, but an infinitely more valuable problem to solve."

The Artomatix R&D team's mission is to solve problems that are both difficult and important, because that's what we think the world really needs.

To quote Peter Thiel ~ "We wanted flying cars, instead we got 140 characters". If this quote resonates with you, then we invite you to apply!

In terms of your research area, we think great ideas can come from anywhere so please reach out to us no matter where you come from, as long as you think you can contribute to the Artomatix vision. That said we're mostly interested in people with expertise in machine learning and computer vision/graphics. In particular we're looking for researchers who are either working with or want to work with neural networks, specifically CNNs.

Responsibilities

- ✓ **Stay up to date on latest research** in our field.
- ✓ **Collaborate** with other researchers to develop new algorithms, **further strengthening Artomatix's IP competitive advantage.**
- ✓ Work closely with Research assistants on **prototyping algorithms.**

Skills

- ✓ **PhD in Computer Science** or related fields;
- ✓ **Deep knowledge** in Computer Vision, Computer Graphics and/or Machine Learning (with emphasis on Deep Learning);
- ✓ **Passionate** about our mission and about how tech can help us build tomorrow;
- ✓ **Fast learner**, being able to think out of the box and highly adaptable in your work;
- ✓ **A strong publication history** is 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.