Mimesys is a start-up pioneering holographic communication to change the way people communicate remotely. We're building Star Wars-like communication using the latest AR and VR hardware (such as the HTC Vive, Oculus Rift and Microsoft Hololens) and RGBD cameras.

We are looking for someone familiar with research in dense 3D reconstruction who thinks they can improve on the state of the art real-time reconstruction. We want someone passionate about transferring the latest research to a tool used by many.

As a computer vision engineer at Mimesys you'll be responsible for developing real-time 3D reconstruction algorithms using data from one or more RGBD sensors. Since these will get implemented in AR and VR consumer applications, real-life performance is of the utmost importance.

YOUR ROLE

* Researching and prototyping techniques and develop algorithms for real-time 3D reconstruction of humans

* Collaborate with researchers and study state of the art research related to real-time 3D reconstruction.

* Collaborate with the team on different hardware (RGBD sensors/ VR and AR headsets) to prototype new software solutions, concepts and experiments

ABOUT YOU

* Collaborative, positive, team-oriented mindset

* Degree in Computer Science, Computer Vision, Machine Learning or related technical field. Having an academic track record is a plus

* Strong background in Computer Vision (hands-on experiences with problems like human modeling, detection, segmentation, 3D reconstruction, 4D Capture, sensor fusion, 3D tracking, etc…)

* Fast prototyping skills, including comprehensive feature integration during all cycles of development

* You are fluent in C/C++

* Very good theoretical and practical experience with parallel computing (CUDA, OpenCL)

* Experience with Unity and/or Unreal Engine is a plus

LOCATION

Mimesys is based in Hasselt, Belgium and Paris, France

If you're interested, please send a resume to careers@mimesysvr.com