

REAL-TIME 3D RENDERING ENGINEER

The Start-up

Comper (project-name) is a start-up spun-off from the INRIA research lab, to be created in Summer 2019. It follows 6 years of R&D developing a large-scale framework supporting the development and prototyping of real-time computer vision and computer graphics solutions. The start-up is currently focused on the development of a motion-graphics software, due to be commercialized in 2020.

Job description

We are hiring a Software Engineer to develop the 3D architecture within our internal framework. The critical part of the job will be developing a successful, Vulkan-based 3D real-time rendering PBR engine, similar to what can be found in recent AAA video games. This 3D renderer is a key stone in the features of our solution as it will provide a complete generalist real-time video production workflow.

Ideally, the candidate is motivated by the start-up and wants to get more responsibilities, eventually supervising part of the architectural choices and development of the internal framework of the company and possibly becoming Chief Technical Officer.

Skills

- Master's degree in Computer Science
- Strong knowledge of C and C++ 11
- Expert in development of graphics solutions based on Vulkan / OpenGL / GLSL shaders
- Real-time, PBR Lighting rendering algorithms
- Global knowledge of 3D computer graphics algorithms and techniques
- Comfortable with multi-threaded algorithms and debugging a multi-threaded software
- Experience in computer vision and image processing is a plus
- Experience with the Qt5 framework is a plus

Experience

At least 3 experience developing serious real-time 3D software, ideally coming from a game engine graphics development background.

Personal Attributes

- Dedicated and able to work as a team
- Willingness to get more responsibilities, ultimately supervising part of the architectural choices of the development of the software



Contract

- 6 months employment at INRIA with a CDD
- After the start-up is created, CDI contract within the start-up
- Compensation : 33-38K depending on experience

General Info

- City : Grenoble, within INRIA research lab
- Desired Starting Date : 1st April 2019
- Application deadline : 31st May 2019

Contacts

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