Job Description

Perceptual computing Student

Description
The Perceptual Computing Group of Intel Corporation is looking to fill the position of a Perceptual computing student to work on new, advanced imaging products for the consumer market. In this role the candidate will work on the development and prototyping of emerging usages and technologies mainly in the context of virtual reality and 3D depth sensing. Successful candidate must have prior hands-on experience with demonstrated results in developing innovative and creative Computer Vision based prototypes and applications.

Qualifications
In the middle of B.Sc, M.Sc or Ph.D in Computer Science with focus on Computer Vision and 3D. Experienced in coding With at least 4 semesters left to study. .

Experience in the following (Desired):
Hands-on C/C++/C#Java coding experience
Computer Vision knowledge
Unity3D or other 3D engine development
OS: Windows

Optional Knowledge (Advantage):
Maker-Hacker capabilities
Demonstrated results in developing innovative and creative prototypes and applications
3D & Computer graphics knowledge
Use of Depth Cameras (Kinect, RealSense or other)
OS: Linux, Android

Technology hungry with a keen interest in learning about and owning the hottest new technology

Hiring:
Madej, Robert robert.madej@intel.com

Hiring Manager:
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Intel Real sense – Site:

YouTube - https://www.youtube.com/user/IntelRealSense