Algorithm Developer Engineer

Role: Working as part of our R&D team, developing state of the art algorithms for embedded devices, using software hardware and GPU architectures.

Reporting Relationship: This position reports to the Head of Algorithms Development and Hardware.

Job description: The successful candidate will be responsible for the development of algorithms and software to support SoC integration of Video and Audio processing and Computer Vision blocks with a variety of embedded processors, under Windows and Linux platforms.

Required skills:

1. Real time algorithms development in image processing, signal processing or computer vision
2. Prototyping in Matlab/python/C/C++
3. Software development in C/C++
4. Proven knowledge of PC architectures

Desirable skills:

1. Matlab and MEX
2. Scripting (Python/Bash/Tcl/Perl)
3. Proven knowledge of ARM/GPU architectures
4. GPU code/Hardware/parallel architecture optimization
5. Excellent academic qualifications.

Experience Required:

1. A strong math background.

2. Knowledge of data mining and data bases.

3. Machine learning.

4. Development of vision and image processing algorithms

5. OpenCV or any other image processing library

6. Embedded platform development using ARM/MIPS or similar

7. CUDA or Open CL

8. FPGA prototyping

Other Requirements:

1. This position is within a small team so the successful candidate must be able to work well with colleagues and possess good communication skills.

2. Excellent problem solving and analytical skills.

3. A proactive and flexible attitude, able to work with minimum supervision.

4. The candidate must be highly motivated, keen to make a real contribution to the development of our range of IP and software products.

Location: The position is office based in Neihu, Taipei, Taiwan.