

Research Engineer – Computer Vision & Real-Time Systems

Join an innovative American startup in stealth mode, building next-generation 3D communication technologies. We are seeking a talented **Research Engineer** with a strong background in computer vision and real-time systems to help revolutionize how humans interact in three dimensions.

About Us

We are an early-stage, fast-paced company dedicated to developing cutting-edge technology for immersive communication systems. As part of our small and agile team, you'll have the unique opportunity to shape groundbreaking technology while working **100% remotely**.

What We're Looking For

We're seeking an experienced engineer who is passionate about solving challenging problems in computer vision, machine learning, and real-time systems. Ideal candidates will have:

- **Educational Background:**
 - M.S. or Ph.D. in Computer Vision, Machine Learning, or a related field.
- **Technical Expertise:**
 - Deep experience with **differentiable rendering**.
 - Strong background in **real-time systems**.
 - Advanced proficiency in **PyTorch** and **C++**.
 - Cuda knowledge is a plus.
- **Key Responsibilities:**
 - Enhance and optimize computer vision algorithms for Deep Learning and differentiable rendering.
 - Build scalable, real-time solutions to complex problems.

What We Offer

- **Remote Work:** 100% remote with flexible working hours.

- **Compensation:** Competitive salary matching or improving your current job.
- **Equity:** Generous stock options, giving you ownership in the company's future success.
- **Impact:** The opportunity to work on cutting-edge technology that will define the future of 3D communication systems.

If interested, send an e-mail to contact@reflectar.ai