

Research Internships – Adobe Research

Adobe Research is offering internships this spring, summer, and fall in Cambridge MA, Seattle, San Francisco, and San Jose. We are looking for PhD students who are excited about pushing the state of the art in audio, graphics, vision, human-computer interaction, machine learning, visualization, analytics, optimization, and more -- in ways that could be of interest to Adobe as well as to the research community at large. We have just started recruiting, and we would love to hear from you!

Interns will collaborate with one or more researchers and will have access to world-class product groups and design teams. We explore opportunities for technology transfer and regularly publish in leading journals and conferences. Last year, our interns published over 40 papers in total including 11 at SIGGRAPH, 8 at CVPR, and 6 at UIST. We are especially interested in fostering ongoing collaborations and are open to projects that last beyond the internship and become part of your PhD thesis. We compensate interns well, and strive to create an environment that is both productive and fun.

Our Cambridge lab is located in Kendall Square, neighboring the MIT campus and steps away from the Red Line "T" with easy access to Boston. The Seattle lab is located in the hip Fremont area, directly on the water (you can kayak to work!) and connected by a bike path to UW. The San Francisco lab is located in the trendy SOMA area, near the ballpark and a short walk from the Caltrain station. The San Jose lab is in the heart of Silicon Valley, with a diverse array of culture and a short walk from the Caltrain station.

Our team currently includes the following researchers (for more information, visit our web pages at www.adobe.com/technology):

Cambridge

- * Connelly Barnes: graphics, photography, video
- * Sylvain Paris: graphics, vision, photography, video

Seattle

- * Aseem Agarwala: data-driven design, graphics, vision, photography, video
- * Sunghyun Cho: vision, graphics, photography, video
- * Dan Goldman: graphics, vision, human-computer interaction
- * Jovan Popović: graphics, games, simulation, control, and optimization
- * Eli Shechtman: vision, graphics, machine learning, video
- * Jue Wang: graphics, vision, photography, video
- * Holger Winnemoeller: graphics, rendering, human-computer interaction

San Francisco

- * Joel Brandt: HCI, software development tools, crowdsourcing
- * Mira Dontcheva: HCI, graphics, visualization
- * Aaron Hertzmann: graphics, vision, machine learning
- * Matthew Hoffman: machine learning, audio
- * Wilmot Li: graphics, visualization, human-computer interaction
- * Gautham Mysore: audio, machine learning, signal processing
- * David Salesin: graphics, photography, HCI, rendering, color

San Jose

- * Paul Asente: vector graphics, illustration stylization, and stereo 3D authoring
- * Jon Brandt: visual search, recognition, machine learning, computer vision
- * Trung Bui: machine learning, markov decision modeling, artificial intelligence
- * Nathan Carr: geometry processing, rendering, high performance computing
- * Walter Chang: content understanding, semantic analysis, and data analytics
- * Scott Cohen: segmentation, matting, stereo, restoration
- * Jim Donahue: distributed computing, cloud computing, databases, content management
- * Emre Demiralp: multimodal content analytics, sentiment analysis, predicting user behavior
- * Ayman Farahat: econometric modeling, information retrieval and machine learning
- * Sunil Hadap: structured light, photometric stereo, material and depth acquisition
- * Daichi Ito: artistic procedural modeling, designing tools for artists
- * Hailin Jin: structure from motion, optical flow, image-based modeling
- * Byungmoon Kim: rendering, simulation, high performance computing
- * Eunye Koh: user segmentation, predictive analytics, personalization, HCI
- * Zhe Lin: restoration, visual search, recognition
- * Radomir Mech: interactive procedural modeling, casual modeling, 3D printing
- * Gavin Miller: procedural modeling, rendering, simulation, light-field imaging
- * Brian Price: segmentation, matting, stereo
- * Stephen Schiller: image processing, computational geometry
- * Bongwon Suh: human-computer interaction, social analytics, predictive analytics
- * Kalyan Sunkavalli: image relighting, image and video analysis and editing
- * Vishy Swaminathan: video delivery systems, rights management, network transports
- * Georgios Theodorou: reinforcement learning, machine learning, information retrieval
- * Gregg Wilensky: image correction, matting, creative effects
- * Jianchao Yang: recognition, sparse coding, machine learning, computer vision

To apply, please send an email to atcltl@adobe.com with your CV, a list of your research interests, and any specific researchers you would like to work with. Also, don't hesitate to email specific researchers directly. Internships will be granted on a rolling basis, so apply as soon as possible.