Technical Internship : Video Processing, Color Science and Perceptual Studies
 (Santa Clara, CA and San Francisco, CA)
Dolby Laboratories, Inc.

Job Summary
We have several open internship positions in our video research and engineering efforts. The tasks involve investigating perceptual aspects of the human visual system and applying video processing technologies to color management and other types of image processing for professional and consumer displays. Measurement technology (automated display measurement, plotting and analysis) will be an important component of the work.

This position requires knowledge and experience in image processing, programming (C, C++ and/or Matlab), and mathematical analysis. Knowledge of color science, color management, psychophysical data analysis is a plus, as well as display engineering.

Job Functions:
- Design and develop algorithms to enhance and extend our existing color management system.
- Development of novel approaches to improve color matching and color quality.
- Evaluation and application of new developments and technologies in color science.
- Develop utilities for evaluating perceptual quality from ongoing experiments.
- Create prototype software that is efficient, modular, bug free, understandable and documented.
- Systematically prepare complete and accurate technical documentation.
- Maintain a lab notebook which thoroughly documents research experiments and results

Skills and Education:
- Ongoing Masters or Ph.D. degree in Image Processing, Color Science or a related field.
- Minimum of 2 years of related experience on one or more of the following areas:
  - Color science and Color management
  - Vision science
  - Image/video processing
  - Computer vision
  - 2D/3D graphics algorithms
  - Display technologies
- In-depth knowledge of digital signal processing theory and practice.
- Solid understanding of image/video processing algorithms and real-time implementation
- Proficient at applying scientific principles, theories, concepts and techniques to a variety of challenging technical problems.
- Strong programming skills in Matlab and C/C++.
- Excellent communication skills; a team oriented work ethic.
- Track record of successful research accomplishments, published papers, and/or patent applications in the field of color science and video processing.

Location :
- The position will be in Dolby's Santa Clara, CA lab, entailing visits to our San Francisco labs

Schedule:
- We prefer sessions of 3-6 months, with 3 months as the min
- These sessions can be either the spring term, the summer term , or the fall term. And exact dates are flexible.

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