3D Video Processing

(intel)

Job Description:

As a member of display algorithms R&D team in the Consumer Products Engineering division of Digital Home Group, you will be exposed and engaged the leading edge of technologies in the field of Consumer Electronics. We are looking for a dedicated and enthusiastic industry expert who will be responsible for conducting research and development on innovative video processing algorithms to deliver best-in-class visual quality for 3D video on Intel platforms including media SoCs and programmable architectures. The work ranges from exploratory research to rapid prototyping to reference software model development, and entails technical leadership in all areas related to 3D video processing, perceptual foundations, and quality metrics. The successful candidate will work in a team of specialists engaged in all aspects of video processing R&D for consumer multimedia products, and supports Si development and verification, and owns the process of visual quality management and optimization.

Minimum Requirements

Skills: advanced expertise in digital signal, image, and video processing; 3D video processing, production and visual quality; programming, software engineering and design.

Experience: Minimum 5 years of applied research and experience, of which at least 3 must be in state-of-the art 3D video and image processing. Expertise in 2 or more of the following areas is required:

- 3D video processing, stereoscopic or integral imaging based
- 3D video post-production and videography
- 2D to 3D video conversion, integral imaging or view synthesis
- 3D video and graphics composition
- 3D perception and quality assessment

Education: Ph.D. in Computer Science, Media Arts, Electrical Engineering or Computer Engineering

Preferred Requirements

Skills: Industrial experience, recognized expertise, or exceptional applied research work in 3D video. Candidates who effectively combine depth in 3D video with breadth in the general fields of DTV, video/media processing, and video quality.

Experience: 5+ years industry and applied research experience in consumer video technologies, and considerable depth in 3D video processing.

Education: PhD degree in electrical engineering, computer science or engineering

For further information, please send resumes to

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