

Qualcomm (San Diego) - Color Scientist

The color scientist will develop efficient techniques for realizing high performance image and video displays with a new display technology. This requires a solid grasp of color science theory and a demonstrated experience of applications involving either (ideally both) display or color printing fields. The work will involve constructing effective device and system specifications, experimental characterization, optimizing rendering algorithms, and quantitative analyses. Working knowledge of image processing concepts is a requirement.

Responsibilities:

- Develop gamut mapping, pixel rendering and visualization algorithms for display technologies
- Provide guidance on display performance requirements from the perspective of visual science and simulation
- Design and setup apparatus for display panel testing
- Perform data analysis, prepare technical reports

Qualifications:

- More than 5 years of experience in color science application in either display or printing industries
- More than 5 years of experience in developing gamut mapping and visualization algorithms
- Solid understanding of colorimetry and CIE colorimetric system
- Solid understanding of theories and models of color vision
- Years of hands-on experience in testing and evaluating display devices and/or color printing devices
- Proficient in C, visual C++ and MatLab

Education:

Ph.D. with more than 5 years of the related experience

Resumes should be sent to

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and will be forwarded on to the hiring manager.