

Embedded Systems Engineering Jobs in the Advanced Imaging Group at Dolby Laboratories

Description

Dolby Laboratories creates technologies that enhance the entertainment experience.

We are looking for Embedded Systems Engineers in the Advanced Imaging Group at Dolby. On this team you will revolutionize how people create, deliver, and enjoy entertainment worldwide on PCs, gaming consoles and mobile devices. To do that, we need the absolute best talent, including insatiably curious engineers and scientists.

At Dolby, science meets art, and high tech means more than computer code. As a member of the Dolby team, you'll see and hear the results of your work everywhere, from movie theaters to smartphones. We continue to revolutionize how people create, deliver, and enjoy entertainment worldwide. To do that, we need the absolute best talent. We're big enough to give you all the resources you need, and small enough so you can make a real difference and earn recognition for your work. We offer a collegial culture, challenging projects, and excellent compensation and benefits.

We are looking to recruit engineers in the Advanced Imaging Group. The qualified candidate will develop novel image/video processing and video compression technology that enables the next generation of Dolby technologies.

Responsibilities

- Design and implement innovative image/video processing and video coding algorithms on mobile GPUs.
- Document and present the new algorithms and implementations in various forms, such as technical white papers, etc

Application Details:

Apply by sending your resume to dolby@gapjumpers.me