

# Computer Vision Intern & Software Engineering Intern PTC – Cambridge/UK, Vienna/AT, Zurich/CH

Join Vuforia's development team to contribute to the development of cutting-edge Computer Vision and Augmented Reality technology. Interact closely with computer vision engineers, software developers and test engineers in a world-class AR team.

- Be part of a team developing mobile Augmented Reality enabling technology
- Investigate and develop new computer vision algorithms and features
- Design state-of-the-art creation pipelines for Augmented Reality applications

Students should be mid-study looking for work experience or a mandatory internship towards completing their degree. Assignments will be selected based on academic background and current focus of the applicant.

Go to www.youtube.com/user/vuforia to see Vuforia features in action.





## Skills/Experience:

- Essential skills:
  - Excellent C++ and object-oriented programming skills
  - o Proactive communication and outstanding problem solving skills
  - o Knowledge of or interest in Augmented Reality, Computer Vision or Virtual Reality
- Additional desirable skills and experience for Computer Vision Intern:
  - o Deep learning methodologies
  - o Machine learning methods for object detection or reconstruction
  - o Robust real-time 6 DoF tracking algorithms such as SLAM, VIO and model-based tracking
  - o 3D reconstruction from camera images and depth sensors
  - o Fusion of multiple sources of information for tracking
  - o Practical experience with Caffe, TensorFlow, or alternatively MXnet
- Additional desirable skills and experience for Software Engineering Intern:
  - o Experience of one or more mobile operating systems such as Windows 10, Android or iOS
  - o Experience with scripting languages such as bash, Python or Lua
  - o Experience with git, continuous integration, agile development workflows, working in teams
  - o Unity 3D game engine
  - o Practical experience of 3D graphics programming with the Direct3D, OpenGL ES or Metal graphics APIs and rendering packages such as Blender

#### **Education:**

Mid-term B.Sc, M.Sc or PhD (Computer Science, Information Science or Electrical & Electronic Engineering)

#### What we offer?

- Work in a world-class development team in a dynamic environment.
- Contribute to leading edge technology with the potential to be deployed in millions of devices
- A fascinating, flexible, and fun work environment

### How to apply:

Please contact Julia-Madeleine Krauthoff - jkrauthoff@ptc.com



