R&D 3D programmer

Company:

www.iccus.ai is a Singapore-headquartered group providing advanced 3D imaging, measurement and analytics solutions to elite sports professionals including teams, academies, youth development, and sports federations.

We have been developing and testing our products for two years in partnership with several prestigious sports organisations and high-profile clients who use our suite of tools for a wide range of performance analytics tasks. We focus on developing next-generation data acquisition, visualisation and analytics techniques in order to identify peak fitness, performance and potential, mitigate risk of athlete injury and to facilitate athlete rehabilitation.

Role:
We are looking to add novel functionality to the processing pipeline of our 3D body avatars thanks to the addition of a R&D 3D programmer to our team. The new member will work with a solution architect, UX designers and a technical project manager under the guidance of the co-founders. The first goal is to produce efficient algorithms for digital landmarking, segmentation and measurements of the human body combining accuracy, repeatability and robustness. The team will take inspiration from research algorithms with a view to adapting them to real-world cases for morphology and sports.

Skills:
Matlab, Meshlab, Python, C++, Blender scripting
Advanced 3D knowledge required (data structures / algorithms)
Experience in 3D computer vision and machine learning strongly preferred
Interest in 3D acquisition pipelines, morphology, interaction with R&D teams including research laboratories

Location:
Flexible: work from offices in Singapore, Monaco, Portugal, or remotely

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