DJI

Established in 2006, DJI's intense focus on R&D is aimed at creating "The Future of Possible" and has made it the driving force behind the rise of the commercial drone industry. Over the past decade, DJI has ushered in a new era of aerial photography and captured 70% of the global market, and now has a presence in more 100 regional markets.

Openings:

1) 3D Reconstruction Algorithm Engineer

Responsibilities:
- Innovate on 3d reconstruction algorithms based on different kinds of sensors, e.g. photos, depth sensor, and lidar etc.
- Develop and optimize photogrammetry, point cloud registration, surface reconstruction and digital geometry processing algorithms to generate realistic 3d environments.
- Work with product teams to drive final technology integration into product development

Requirements:
- MS or PHD in CS, EE, Robotics, Mathematics or equivalent and high proficiency in C/C++ programming
- More than 2-year experience in computer vision or computer graphics with in-depth knowledge.
- Hands-on experience in photogrammetry, surface reconstruction and digital geometry processing is a plus.
- High-performance computing, parallel computing or CLOUD computing experience is a plus.
- Publication in mainstream conferences or journals (SIGGRAPH/CVPR/ICCV/ECCV/T-PAMI/ TVCG…) is a plus.
- Good interpersonal and communication skills.

2) Simulation Algorithm Engineer

Responsibilities:
- Innovate on simulation for different kinds of sensors and environment
- Work with product teams to drive final technology integration into product development

Requirements:
- MS or PHD in CS, EE, Robotics, Mathematics or equivalent and high proficiency in C/C++ programming
- More than 2-year experience in computer graphics or computer vision with in-depth

knowledge.

- Hands on experience in physical simulation such as fluids is a plus.
- Publication in mainstream conferences or journals (SIGGRAPH/CVPR/ICCV/ECCV/T-PAMI/ TVCG...) is a plus.
- Good interpersonal and communication skills.

3) 3D Artist

Responsibilities:

- 3D Content creation ranging from environment props to hardsurface models.

Requirements:

- Portfolio is a must.
- Strong modelling skills Highpoly, MiddlePoly / Lowpoly / Hardsurface modelling
- Unwrap, Texturing, Re-topology.
- Hand drawing skills, understanding of composition rules and colors.
- Knowledge in shader construction for Interactive applications
- Knowledge in particle systems is a plus.
- Communication in English

4) Unreal Engine Game Developer

Responsibilities:

- Participate in development of innovative video games.
- Develop and optimize core game technologies.
- Develop UI, game logic, physical models and special effects.
- Write tools for game development pipeline.

Requirements:

- High proficiency in C/C++ programming
- More than 2-year experience in computer games development.
- With experience of UE4/Unity, other game engines.
- Knowledge of HLSL and graphic card shader programming is a plus.
- Experience in using scripting language is a plus.
- Good interpersonal and communication skills. Ability to speak English language.

Interested candidates, please send your CV, cover letter, and other relevant documents to vincy.yue@dji.com with subject SIGGRAPH Asia, position and applicant's name.
All above positions are based in DJI's headquarter in Shenzhen.

For more information, visit **DJI** at **Booth D-01** during the SIGGRAPH Asia Exhibition from 6 to 8 December 2016.