

uSens Inc.



Founded in 2013, Silicon Valley-based uSens Inc. creates 3D Human-Computer Interaction solution for augmented and virtual reality. As a domain expert in 3D graphics, Computer Vision and Artificial Intelligence, uSens is one of the first companies to provide inside-out 3D hand tracking as well as 6DOF head position tracking for both mobile and tethered AR/VR systems, allowing end users to immerse themselves in what uSens calls “Super Reality,” the most naturally interactive digital experience.

Openings:

1) Senior R&D Engineer

R&D engineer of Computer Vision, SLAM algorithm.

- Experienced researcher of Computer Vision, Pattern Recognition, and Image Processing;
- Research background of 3D geometry, structure from motion, 3D motion tracking;
- Experienced in Visual SLAM system research and development;
- Android app developing experienced is preferred.
- Location: Beijing

2) Senior Researcher

Responsibility:

- Computer Vision, Machine Learning researcher. Research and develop gesture recognition algorithm for VR/AR.

Requirements:

- Master or higher degree in CS, EE, or related majors;
- More than 3 years of research experience in Computer Vision and Machine Learning;
- Deep learning related working experience, familiar with Caffe;
- Expert in C/C++ programming;
- Gesture recognition and HCI system development experience is preferred.

- Location: Beijing

3) Senior Developing Engineer

Responsibility:

- Computer Vision, Machine Learning engineer. Develop gesture recognition algorithm for VR/AR.

Requirements:

- Master or higher degree in CS, EE, or related majors;
- More than 3 years of developing experience in Computer Vision and Machine Learning;
- Ability to understand system requirement, design architecture, and quick respond to problems;
- Expert in C/C++ programming;
- Business Development ability is preferred.
- Location: Beijing

Interested candidates, please visit **uSens** at **Booth C-11** during the SIGGRAPH Asia Exhibition from 6 to 8 December 2016.