Company Description:

Maxerience is an early stage start-up that is into design and development of embedded electronic systems including system hardware, software and firmware. Applications include signal and image tagging, electronic training and learning ready systems, electronic assistive aids and other advanced intelligence integrated/embedded electronic sub-systems.

Job Description:

Architect– Machine Learning Systems

Experience Requirements:

5+ yrs in Computer Vision, Machine Learning and Parallel Computing based Embedded Systems

Job Responsibility:

The candidate is required to architect, design, optimize and implement a variety of Machine Learning algorithms in parallel computing based embedded system environments for computer vision. The candidate will be responsible for prototype development of machine learning systems using GPU hardware and integrating them with software environments. The candidate will be exposed to advanced machine learning algorithm development and is expected to implement the algorithms in hardware.

Required Qualifications:

The candidate is expected to have an excellent knowledge in Signal and Image Processing and parallel computing. Applicant should have a proven track record of initiative and innovation in parallel computing based embedded system projects. The successful candidate must be highly motivated and quick to adopt new technologies.

Strong Knowledge in any three of the following areas:

1. GP-GPU Computer Architecture

2. Embedded Systems

3. Computer Vision

4. Digital Signal Processing

5. Neural Networks

6. Machine Learning

Proficiency in C++ is mandatory. Prior knowledge in Matlab & Mixed-signal electronic control systems is desired. Excellent communication skills is required.

Please mail your resume to pradeep.v.pydah@maxerience.com