

Computer Vision Software Developer

Mo-Sys Engineering Ltd
London, SE10 0PA
Permanent, Full-Time

About the Role:

This is a rare opportunity for a Computer Vision Software Developer to work with a leading designer and manufacturer of advanced camera robotics and game-changing technologies for film, TV, and live broadcast.

We're looking for a developer to take early-stage concepts and develop them into proof-of-concepts and generate evidence about the feasibility of a business idea. The successful candidate has a hunger for learning and can think out-of-the-box when presented with challenging objectives. You're able to thrive in a dynamic and rapidly evolving industry, redirecting development goals to meet changing business decisions. You're comfortable with openly discussing your ideas and challenges with your peers and have an open mind to others' suggestions.

What You'll Do:

You'll apply computer vision and machine learning research to solve problems in virtual production. You'll take ownership of an assigned project and be responsible for taking Computer Vision models from concept to deployment and maintenance. You'll be involved in research and development of novel Computer Vision models, supported by, and coordinating with the wider team to drive implementation and results.

- Develop solutions to real-world problems in virtual production using Computer Vision and machine learning
- Drive projects from concept to deployment and maintenance
- Design and execute experiments to test ideas
- Research and implement machine learning primitives and computer vision for clients
- Work on complex problems and analyse results to make accurate conclusions
- Work closely with other team members to facilitate project delivery
- Tackle new and challenging mathematical problems and create scalable algorithms
- Present technical results and findings to a range of audiences

What We're Looking For:

- Bachelor's/Master's degree in a relevant field
- C++ or Python skills for image processing and machine vision projects
- Experience applying ML to solve Computer Vision problems
- Good mathematics skills and an understanding of 3D geometry
- Ability to work independently with minimal supervision and collaboratively as part of a team
- Ability to tackle challenging and abstract objectives

- Good communication skills
- Ability to cope with changing priorities and objectives
- Logical thinking, clear reasoning and attention to detail

Nice to have skills:

- Familiarity with camera models and knowledge around distortion, intrinsic and extrinsic parameters.
- Practice in Agile development
- Familiarity with OpenCV library
- Familiarity with CMake
- Familiarity with Unreal Engine

Benefits & Perks:

- Flexible working hours
- Casual office environment
- Private health insurance
- Group life insurance
- Subsidised healthy lunch
- Discretionary annual bonus
- Summer BBQs and social events

About Us:

Mo-Sys is an innovative designer and manufacturer of advanced camera robotics and virtual technologies for the high-end film and broadcast industry. Our product range spans remote heads and motion control, broadcast robotics, mechanical and optical camera tracking for AR and VR, and on-set visualization.

We ship to broadcasters in 40+ countries to a customer base including BBC, Fox, CNN, ESPN and Sky. Mo-Sys remote heads and robotics are used on many Hollywood blockbusters including Life of Pi, Birdman, Shape of Water, Tron, Source Code and Adjustment Bureau. We have also delivered boundary-pushing technology projects in close collaboration with clients like Red Bull Air Race and the film Gravity.

We pride ourselves on having endless creativity, a “can do” attitude and a friendly family feel to the company. We’re looking for people who want to make a difference and have a hardworking and collaborative attitude.

The above list of job duties is not exclusive or exhaustive and the post holder will be required to undertake such tasks as may reasonably be expected within the scope and grading of the post. Job descriptions should be regularly reviewed to ensure they are an accurate representation of the post. (24/03/2022).

