Research Engineer
(IRIT-University of Toulouse)

Job Type: Software development
Location: IRIT Laboratory, Toulouse, France,
Starting date: from September to December 2020
Duration: 12 months
Contact: david.vanderhaeghe@irit.fr

Overview of the hosting structure

The STORM research group at IRIT develops its activities in the field of Computer Graphics; it is composed by 4 permanent researchers, and about ten non temporary members (PhD students, postdocs, engineers). From geometric modelling to realistic rendering, the group aims at developing computationally efficient models and tools for digital content creation and edition.

STORM is hosted at IRIT (Institut de Recherche en Informatique de Toulouse – Informatics Research Institute of Toulouse), one of the major potential of the French research in computer science, with a workforce of more than 700 members including 272 researchers and teachers 204 PhD students, 50 post-doc and researchers under contract and also 32 engineers and administrative employees.

Job Description

François Desrichard, David Vanderhaeghe and Mathias Paulin have published a method to compute shadow layers for use post process editing[1].This job opportunity is part of a preliminary project necessary to prepare a transfer, which aims at making the published technique available for artistes and general public in various context.

The engineer's mission is to design and develop a plugin for the professional software Arnold Renderer. The recruited engineer will work with the researchers to implement the different aspects of the plugin.

Education

- Master or PhD in Computer Science / Applied Mathematics

Key Qualifications

- Experience working in research environment preferred
- Strong C++ development skills
- Good knowledge on linear algebra, computer graphis and ray tracing
- Familiarity with 3D rendering software (Maya, Blender)
- Strong problem-solving skills
- Must be able to work collaboratively and communicate with researchers and other engineers
- English or French language (written and spoken)

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1   https://www.irit.fr/STORM/site/global-illumination-shadow-layers/