



JOB OFFER

DEEP LEARNING - INFERENCE ENGINEER

THE COMPANY

Nintendo European Research and Development (NERD) is a French subsidiary of Nintendo. We are a company of around 75 employees who share a passion for creating key software technology and cutting-edge solutions for Nintendo Switch™ and other Nintendo platforms. In close collaboration with counterparts in Japan and the USA, we contribute in fields such as emulation, signal processing, content generation, computer vision, machine learning, system development, optimization and security to create solutions deployed on over a hundred million homogeneous devices. Come discover an engaging and welcoming work environment in the heart of Paris and join our unique team in its mission to put smiles on people's faces!

POSITION RESPONSIBILITIES

We are looking for R&D engineers in the field of technologies related to deep learning, and more specifically on-device inference. The position requires to explore, define, and implement solutions using:

- C/C++
- High performance numerical software
- Low-level CPU/GPU optimization

As a Deep Learning Inference R&D Engineer, your main assignments will be to:

- collaborate with other NERD engineers to implement state of the art, high-performance deep learning solutions on resource-constrained systems
- contribute to discover novel architectures and algorithms designed to take advantage of the current and future generations of Nintendo hardware platforms
- work with game developers to integrate NERD's solutions into the final products

The operating environments are Linux/Windows, and the Nintendo consoles' OS and SDK.

Nintendo is an international company, and employees are expected to collaborate in a multicultural environment.

CANDIDATE PROFILE

NERD is an equal-opportunities employer. All characters are welcome, regardless of gender, ethnicity, religion, sexual orientation, ableness or age.

We are looking for people who:

- have knowledge in one or more of the fields mentioned above
- are eager to learn, improve their skills and share their knowledge
- are autonomous and team players

Preferred qualifications:

- master's degree or PhD in computer science or a relevant scientific field
- proficient in low-level C/C++
- GPU programming (CUDA, GLSL & shader languages)
- platform-specific software optimization
- other programming languages (Python, ...)
- ability to critically analyze research papers from relevant fields

Bonus points if you have:

- knowledge of the 3D rendering pipeline
- experience in embedded/console development
- experience with low-precision numerical algorithms (quantized NN, ...)
- experience with deep learning inference solutions
- experience with deep learning trainings
- experience with mathematical optimization

We expect candidates to be proficient in English, both written and spoken. The majority of employees speak French, but we also welcome non-French speaking candidates to apply. French, English, and Japanese lessons are provided in the office for those willing to learn.

ADDITIONAL INFORMATION

This full-time position is located in central Paris, France, and candidates are expected to relocate near Paris (relocation support provided).

CONTACT

If you believe you are the right person for this position, please send a resume and a cover letter to apply@nerd.nintendo.com with **DEEPNNI2024** in the subject line.