



JOB OFFER

DEEP LEARNING

JUNIOR R&D ENGINEER

THE COMPANY

Nintendo European Research and Development (NERD) is a French subsidiary of Nintendo. We create key enabling software technologies for the most innovative and popular game consoles in the world. In close cooperation with other centers of excellence in Japan and USA, we ship bleeding edge solutions, powering new experiences at the heart of the game system, on hundreds of millions of consoles. Achievements include major contributions in signal processing, imaging, security, AI and emulation for all Nintendo platforms. Come and discover our team of highly skilled professionals, working in a privileged environment with a friendly atmosphere in the center of Paris.

POSITION DUTIES

NERD is looking for a Junior Deep Learning Research & Development Engineer who will contribute to our internal expertise and push the state of the art on topics that may include:

- Generative models
- Reinforcement Learning
- Anomaly detection
- Computer vision
- Image / video / audio processing
- Artificial Intelligence
- Inference on embedded devices
- Natural language processing
- Big Data in general

CANDIDATE PROFILE

We are looking for researchers who are:

- creative
- passionate about empirical research
- fast learners
- fast at prototyping
- accustomed to the uncertainty related to machine learning
- problem solvers
- autonomous, but work well in a team

Desired skills:

- a good understanding of CNNs, RNNs, Attention, GANs...
- at ease with supervised, unsupervised & reinforcement learning
- hands-on experience with at least one of the following tools: PyTorch, TensorFlow, JAX, MxNet or similar
- theoretical and practical background in math
 - statistical, predictive and descriptive modeling concepts
 - optimization theory and stochastic algorithms
 - Bayesian inference, pattern matching, clustering, SVM, linear/logistic regression, random forest, gradient boosting, dimensionality reduction...
- experience reading and understanding research papers, reviewing the state-of-the-art
- database programming skills (data manipulation)
- quick prototyping using Python, Jupyter and C++
- familiarity with Linux / Windows

The candidate must be proficient in English, both written and spoken. We offer fair and flexible working hours, possibility to telework and a salary starting from 45k€ (including benefits), depending on academic and professional experience.

Eligibility to work in the EU is required.

CONTACT

If you believe you are the right person for this position, please send a resume and a cover letter to jobs@nerd.nintendo.com with DEEPNN2021 in the subject line.