

Research Engineer position available: Extending 3D Gaussian Splatting

Our recent work “3D Gaussian Splatting for Real-Time Radiance Field Rendering” (<https://repo-sam.inria.fr/fungraph/3d-gaussian-splatting/> 3DGS) is currently the state of the art method for real-time rendering of captured environments. Our method has been tested by hundreds of users, and shown to have excellent performance for applications varying from urban design to e-commerce.

We are seeking to hire a highly motivated candidate who will be part of this exciting project, improving the method with software engineering work, for wider adoption and better usability and speed, while working alongside the GRAPHDECO research group (<https://team.inria.fr/graphdeco/>) that is continuing the advancement of new research ideas in this project. The group is located in the Inria Center of the University Cote d'Azur in the beautiful French Riviera (<https://www.inria.fr/fr/centre-inria-universite-cote-azur>)

This position is a great opportunity to be part of a world-class team of researchers working on exciting and timely projects. The successful candidate will acquire top-notch first-hand knowledge and experience in radiance field rendering which is in extremely high demand today, providing excellent skills for career enhancement.

The work will include the development of new features for 3DGS, including porting to other rendering APIs/platforms, integrating the viewer with python, optimizing the method by removing pytorch overhead, optimizing pose estimation and handling exposure correctly. Some such features may come from requests from industrial partners. Other tasks will also include assisting Ph.D. students and postdocs in their research projects on software engineering tasks of various kinds.

The ideal candidate will have a Masters in Computer Graphics (including courses in interactive/real-time rendering), and have taken some courses in Machine Learning; knowledge of OpenGL and other real-time rendering APIs (Vulkan, Direct3D, Metal) is required, as well as experience in C++ and python, together with (at least basic) knowledge of pytorch. Experience in work in moderately complex software systems is highly recommended.

Salary will follow Inria engineering scales depending on experience.

Please email George.Drettakis@inria.fr if you are interested.