

Augmented Reality Software Engineer/Developer

ARxAI Inc.

Location: Kingston, ON

Start Date(s): January 2019

Position Description: Software Engineer/Developer (Full-time)

Project Description:

Software engineers and developers are sought to join a team developing a novel Augmented Reality (AR) entertainment system for global educational markets. The system under development is cutting-edge AR, with specialized machine vision, computer graphics, and calibration routines to sustain an interactive and seamless user experience.

Job Description: Individuals will work as part of a closely-knit team in a goal-oriented environment. Applicants should have strong a programming and mathematical backgrounds. Positions are available for applicants at all experience levels, including those with ongoing studies at a bachelors, masters, PhD or PDF level.

Employment Term: The initial term is a duration of 6 months, ideally starting January 1st 2019, with the possibility of extension. The initial term can be structured as an internship (e.g. Undergraduate, MEng, Graduate) or as a contract for a recent graduate.

Candidate Qualifications: Candidates are sought for a variety of different software development roles, including the following: Computer Vision, Computer Graphics, High Performance Computing and GUI development. Excellent software development skills are essential. Though not required, artistic capacities are an asset.

Preferred Proficiencies: C++ (*Required*), computer vision (OpenCV), graphics (OpenGL), and parallel processing. Experience in team-based development on a Linux system is desirable.

How to Apply:

Interested applicants should email their CV's and any supporting material to Prof. Michael Greenspan at michael.greenspan@queensu.ca using the subject line "ARxAI Developer 2019". Only candidates selected for an interview will be contacted. Applications will be accepted until positions are filled.