

## Company Description

We are a Technological centre set up as a private non-profit Foundation. At Vicomtech, we carry out applied R&D&i. We bridge the gap between basic research and industry. We research and develop technologies related to Artificial Intelligence and Visual Computing and Interaction, always responding to market demand and contributing real solutions to businesses. We transfer technologies to enable businesses to be more competitive and to have a positive impact on society, in line with our social commitment. Furthermore, we pursue excellence in the scientific, technical internal organisation and client service aspects, meeting the highest quality standards and regulations recognised in the scientific and industrial fields. Finally, we contribute to universal knowledge by means of the Training of Researchers and the publication of the results obtained from applied research projects in well-reputed international Journals and Conferences.

## Information

📅 Deadline: 2020-04-30  
🏢 Category: Academia  
📍 Province: Gipuzkoa

🌐 Country: Basque Country  
🏙️ City: San Sebastian

## Company

Vicomtech

**vicomtech**  
visual interaction & communication technologies

## Main functions, requisites & benefits

### Main functions

We are looking for an engineer with interests on software research and development, to meet requirements from live video applications in heterogeneous domains such as Connected Cars, Industry 4.0, Security and Entertainment, on top of video encoding and streaming technologies and frameworks. Candidate's skills should include proactivity, initiative and focus on results.

### Requisites

Candidates must have: Education: Master's degree in (applied) engineering sciences (Electronic engineering or Telecom) or computer science. Experience: Over 1 year working experience in C/C++ programming, especially for Linux environments, GIT repository, Makefiles, shell scripting and Python. Languages: Spanish and English. Nice to have: Background on multi-threading processing, Dockers and development for embedded systems (YOCTO). Experience in FFMPEG or Gstreamer open source frameworks is a plus. Software development good practices. Test driven development, unit tests, etc. Debugging and problem solving skills. Experience in managing multiple priorities from different projects. Contributions to open source community and scientific publications.

### Benefits

We offer: Work with multiple teams in local and European R&D projects in the technological domain of computer graphics and multimedia processing for heterogeneous applications and vertical markets. The candidate will join the Digital Media department contributing to new and ongoing multidisciplinary projects and SDKs with international teams. Furthermore, the candidate will be supported for publishing innovations and research activities in scientific publications.

