Computer Graphics Research Scientist

The startup Cintoo designs and develops an innovative cloud platform to manage 3D Reality Data for organizations in the AEC (Architecture, Engineering & Construction) and BIM (Building Information Modeling) industries. The Cintoo platform relies on efficient data compression algorithms created in-house, that reduce the storage and transfer times of highly accurate 3D data captured from reality (photogrammetry or laser scanning). Cintoo is a fast-moving, well-funded startup with a very high potential.

Job summary
Cintoo is currently seeking to recruit a computer graphics research scientist who would contribute to research in areas related to 3D point clouds management. In detail, we are looking for motivated researchers to investigate and develop innovative solutions for the compression, streaming and visualization of unstructured massive 3D point clouds.

The successful applicant will join Cintoo’s research team and will conduct cutting-edge research leading to patents and new efficient algorithms that will be integrated in our next generation of products.

Requirements:
• Highly motivated and good team player.
• Ph.D. degree in Computer graphics, Computer Science or in a related discipline.
• Experienced development skills, preferably in C/C++ or equivalent.
• Curiosity, open-mindedness, creativity, persistence, professionalism, responsibility, and a team player are the key personal skills that we are looking for in this position.

Several good reasons to join us!
• You will join a startup with a tremendous growth prospective, and you will be part of it!
• You’ll be given more responsibilities and opportunities to contribute with your creative ideas and energy.
• Work in a dynamic atmosphere with an innovative team and cutting-edge technologies.

Contract Type: Permanent

Please send your resume and a cover letter to Anis Meftah, PhD, Cintoo’s research team Manager (meftah@cintoo.com) and Marc Antonini, PhD, Director of Research (antonini@cintoo.com), both co-founders.