



## SIGGRAPH ASIA 2019 Adobe Careers



### Adobe Systems Inc

Adobe is the global leader in digital marketing and digital media solutions. Our tools and services allow our customers to create groundbreaking digital content, deploy it across media and devices, measure and optimize it over time and achieve greater business success. We help our customers make, manage, measure and monetize their content across every channel and screen.

Discover what our employees are saying on the Adobe Life blog: <http://blogs.adobe.com/adobelife/>

**Location:** United States

### Job Openings

#### 1. Machine Learning Research Engineer

##### Responsibilities:

- Quickly prototype new demos and systems for interacting with video.
- Build systems on top of existing ML algorithms across Adobe's own platforms, as well as third-party APIs

##### Requirements & Qualifications:

- Significant experience in building and training robust, complex machine-learning systems.
- Comfortable both building prototypes from scratch and writing maintainable code inside large existing codebases.
- Ability to write efficient, clean, and reusable code in Python and C++.
- PhD or Masters degree in Computer Science or a related field.

If interested, please submit your application in PDF format to [adoberesearchjobs@adobe.com](mailto:adoberesearchjobs@adobe.com)



## 2. GAN Research Engineer

### Responsibilities:

Ideal candidates will have experience in the following:

- Deep learning, especially generative models, e.g, GANs, Image-to-Image translation.
- Prototyping ideas from research papers
- Software development that encourages code reuse and maintainability

### Requirements & Qualifications:

- Significant experience in building and training robust, complex machine-learning systems
- Comfortable both building prototypes from scratch and writing maintainable code inside large existing codebases.
- Ability to write efficient, clean, and reusable code in Python and C++
- PhD or Masters degree in Computer Science or a related field.

## 3. Researcher, 3D Media

### Responsibilities:

- Lead research and implementation work in the area of depth-driven image and video editing.
- Focus on challenges related to 3D reconstruction, image generation, geometry representation, and machine learning, among other areas.

### Requirements & Qualifications:

- Experience at the intersection of 3D Computer Vision, Computer Graphics and Machine Learning
- Experience with Video
- PhD or Masters degree in Computer Science or a related field

## 4. High Performance Computing Research Engineer

### Responsibilities:

- Help craft, build, test, and deploy novel image and video processing algorithms.

### Requirements & Qualifications:

- Ability to write efficient, clean, and reusable code, preferably in C++
- Familiarity with the Halide domain-specific language
- Experience transferring new research into shipping products

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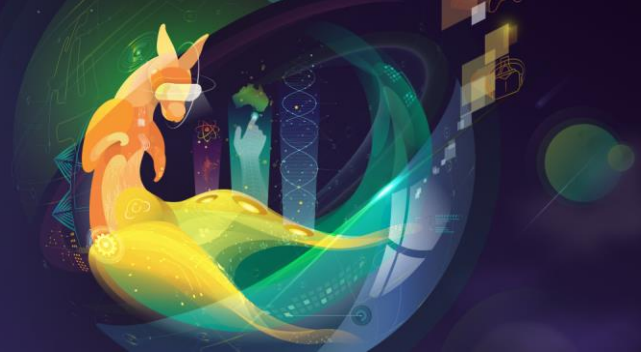
**SIGGRAPH  
ASIA 2019  
BRISBANE**

The 12th ACM SIGGRAPH Conference  
and Exhibition on Computer Graphics  
and Interactive Techniques in Asia

**SA2019.SIGGRAPH.ORG**  
**#SIGGRAPHAsia**

# DREAM ZONE!

**Conference** 17 - 20 November 2019  
**Exhibition** 18 - 20 November 2019  
Brisbane Convention & Exhibition Centre (BCEC),  
Brisbane, Australia



## 5. Research Scientist, Dialog Systems/NLP

### Responsibilities:

- Establish and pursue a research program in dialog systems and related technologies.

### Requirements & Qualifications:

- PhD in Machine Learning, Natural Language Processing, or related fields
- Skills and Knowledge in modern NLP methods, including Deep Learning
- Demonstrable high-impact research track record

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