



Job posting: Computer Vision Engineer

Overview

Come work for a new AI and technology startup in Northern Virginia, an innovation hub that is home to the biggest technology giants in the world. Lantern was founded in 2017 and is deploying machine vision and artificial intelligence solutions at the device level to bring disruptive products to market. We're working on things you've never seen before. We need pioneers, thought leaders and problem solvers who attack challenges with creativity and artfulness. We are focused on a mission to build products that are not just impactful, but that save lives with cutting-edge technology.

We offer a full benefits package, competitive salary, and flexible work schedule in a dynamic engineering environment.

Tasks:

- Train, test and optimize neural network architectures for application-specific implementations.
- Optimize pre-trained neural network architectures to fit in resource-constrained devices such as micro-controllers and small single-board computers as well as desktop GPUs.
- Work with Debian-based operating systems in single-board computers, SoC devices, and other IoT products.
- Embedded firmware programming using C, C++, and python
- Write new computer vision algorithms and utilize traditional CV algorithms using OpenCV or other popular techniques and CV libraries
- Work with popular media server libraries such as g_streamer and ffmpeg
- Data analysis and visualization using Matlab, Tensorboard, or similar
- Support the design, build, and test new sensor prototypes including cameras running deep neural networks for machine vision

Skills:

- Experience with Convolutional Neural Networks, Recurrent Neural Networks, and other supervised learning techniques.
- Experience with popular deep learning libraries and frameworks, such as scikit-learn, tensorflow and pytorch
- Demonstrated ability to troubleshoot software problems, including multi-threaded applications, memory leaks, dependency issues, etc. is required.
- Demonstrated experience with OpenCV, and recent experience with Intel's OpenVino library or TensorRT is desired
- Experience working with autonomous robots, remote sensing systems, or other perceptual systems is desired
- Motivated maker with demonstrated performance building prototypes outside of school or work
- Demonstrated experience in programming at the embedded level using best software practices such as version control, unit testing, and verified release for production

Required:

- Bachelor of Science from an accredited institution in Computer Science, or Computer Engineering is desired, but candidates with demonstrated expertise or equivalent experience in relevant fields will be given equal consideration.
- Master of Science desired
- 3+ years experience desired

To apply, email resume to info@lantern.systems Include all relevant materials and project demonstrations such as website, YouTube page, publications, etc. to be considered among the top applicants.