Oculus is a world leader in the design of virtual reality systems. We are currently seeking innovative researchers with a passion for technology to develop next-generation head-mounted display and imaging systems at our research location in Redmond, WA. This role is focused on developing computational imaging methods that leverage the co-design of optical elements and image processing algorithms. The position is a fixed-term (postdoctoral) contract for 24 months and requires a PhD in computer science, optical engineering, electrical engineering, physics, or similar, and a strong background in solving inverse problems in imaging.

Responsibilities

• Develop next-generation head-mounted display and camera prototypes
• Explore the application of computational imaging methods to virtual reality, emphasizing the development of advanced simulations, algorithms, and hardware capabilities
• Collaborate with the larger Oculus Research team and provide creative leadership on computational display and imaging technologies
• Mentor MS/PhD interns and collaborate with external academic groups to advance our research goals
• Publish research results in top-tier journals and at leading international conferences

Requirements

• PhD and/or postdoctoral assignment in the field of Computer Science, Optical Engineering, Electrical Engineering, Physics, or a related field
• Graduating with a PhD, or completing a university postdoctoral assignment, by spring 2016
• Expertise in solving inverse problems in imaging emphasizing modeling, algorithm development, and hardware prototyping
• Experience in mathematical optimization, including software libraries and implementation from first principles
• Solid foundation in optical design and modeling methods (e.g., proficiency with Matlab, Zemax, Code V, or similar)
• Experience with experimental optics and conducting laboratory work (i.e., demonstrated ability to construct proof-of-concept systems and to evaluate performance)
• 3+ years experience with scientific programming languages such as Matlab, Python, Mathematica, or similar (additional experience with C/C++, OpenGL/DirectX, and OpenCL/CUDA is preferred)
• Proven track record of achieving significant results, including top-tier, first-authored journal publications
• Excellent interpersonal skills with cross-group and cross-culture collaboration
• Able to obtain work authorization in the US for a two-year period beginning in 2016

To apply, please visit: http://fb.me/Oculus/ComputationalPostdoc