



Role: Computer Vision Software Engineer

Location: 2d3 Incorporated Headquarters, Orange County, California

The Company

Since 1999, 2d3 has supplied a range of computer vision products, all based on '3D from the moving image', mainly to the film and television production industries. The company's primary product, Boujou, the world's leading automatic camera tracker, is now used by most film and video post-production companies to generate visual effects requiring accurate registration of real and virtual images. 2d3 also sells SteadyMove, the leading video stabilization plug-in for Adobe Premiere and After Effects.

In 2006, 2d3 established the Advanced Imaging Group. The group has developed a set of technologies covering a wide range of real-time and off-line computer vision capabilities for processing of aerial motion imagery. These demonstrators have generated widespread acclaim at international industry venues, including Farnborough International Airshow and AUVSI. As a result, 2d3 has already won contracts from UK MoD, with many more in prospect from industrial and government customers in Europe and US.

2d3 is part of OMG plc, a company with a 23 year history of developing, manufacturing, and selling products for 3-dimensional tracking in medical, industrial, government, and defense markets. OMG exports over 80% of its sales with customers in over 50 countries. Since 2001, OMG has been listed on the London Stock Exchange and today employs 200 people in UK and US.

The Job

This opportunity is for a highly technical software engineer with experience and a passion for designing and building vision based software solutions.

You will be taking 2d3's proprietary algorithms and software and making them work in ways that solve our customers problems. You are the person that will take what our PhD's dream up, and make it work in the real world. You like 3D math, you like graphics, video, and software that represents things to the user visually. You understand that at the end of the day, a successful piece of software makes the user happy, not the developer.

You will be doing the following:

- Developing, maintaining and extending our line of software products and algorithms
- Designing and developing new user interfaces that are intuitive and customer driven
- Developing software interfaces to 3rd party software and hardware systems

We are looking for someone that has current competence in:

- C++, experience with Linux is a plus,
- Programming to more detail than just making high level API calls.
- Working within an existing software architecture, extending that architecture, and implementing new architectures as needed.

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- Experience with computer generated imagery, vision science, and image enhancement and interpretation is desired
- Experience with OpenGL, Streaming Video and Video compression codecs and protocols

The Requirements

The qualified candidate will also possess the following qualities and attributes:

- US Citizenship
- Fluency in English, both written and spoken
- A four year degree, preferably in electrical engineering or computer science
- Currently reside in, or be willing to relocate to Orange County, California
- Be willing and able to make trips to our Oxford UK headquarters when required.
- Have a tremendous ability to multi-task, prioritize and go the extra mile for our client base.
- Excellent analytic problem solving and critical thinking skills

How to apply

Send a resume and cover letter to USCareers@2d3aig.com.

In your cover letter, please include a list and brief descriptions of projects you have worked on that touched some or all of the areas of expertise listed in this posting.

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