R&D Al Programmer

Are you ready for the adventure of your life? Move to Japan and let’s develop the future of creative tools together!

As part of our R&D team, you will design smart tools and real-time systems that will be used by major Japanese and Western studios (game and movie) across their projects. You will also work on our own products such as GameSynth, DataSpace and their successors.

Requirements:

✓ Extensive knowledge of machine learning algorithms and neural networks
✓ Good understanding of discriminative and generative classifiers
✓ Comfortable with the relevant math and reading research papers
✓ Good level in C++ or C# programming
✓ Good organizational skills, resourceful and autonomous
✓ Working proficiency in English, French or Japanese

*Not* required but could be useful:

✓ Interest in signal processing (audio, image)
✓ Experience in unsupervised classification of sounds or voices
✓ Experience in game console programming (Xbox One, PS4 etc...)
✓ Development with game middleware such as Unity or Unreal

Benefits

✓ Salary and title based on skills and experience
✓ Annual bonus based on employee and company performance
✓ Health insurance and retirement plan
✓ 5-day working week, with 8-hour work per day (flexible schedule with core hours)
✓ National holidays and 2 weeks of paid holiday (increases with time in company)
✓ Commute paid by company
✓ If you are not currently in Japan: relocation help and sponsoring of your visa

This position is based in our office in Niigata, Japan. We are located in the center of the city (8-minute walk from the main train station). Niigata is famous for its awesome food and is about 1 hour and a half away from Tokyo in Shinkansen (this position may include one-day trips to Tokyo to visit clients).

Short-term contracts and internships are also available. Please send your resume and links to examples of your work (projects and/or papers) to: jobs@tsugi-studio.com