3D Software Engineer

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NVIDIA is looking for a highly motivated and experienced 3d Animation Software Engineer to join the Digital Human Technology team! We are looking for an engineer to support and contribute to the productization of innovative digital human animation solutions. The desired engineer will participate in the creation of new animation generative AI to deliver high quality solutions for digital human animation.

What You'll Be Doing

- Push the boundary of generative AI for facial and body animation.
- Design, build and deploy C++ 3d libraries that bridge AI and traditional technic to tackle hard animation problems.
- Work closely with research team to improve AI model and integration.
- Write highly optimized cross-platform C++/CUDA code
- Optimize algorithms and build benchmark.
- Support tech integration into microservice
- Integrate our various technology into Omniverse for visualization and demo.

What We Need To See

- Bachelor's degree in computer science, or related engineering, or equivalent experience
- 10+ years of experience
- Background in mesh deformation, skeletal animation systems, experience in planners, behavior trees, decision trees, task frameworks, sensors, spatial reasoning and more.
- Proven knowledge of C++ and Python
- Good knowledge of PyTorch, NumPy and SciPy
- Strong linear algebra and general math skills
- Detailed knowledge of data structures and algorithms
- Knowledge of inferencing and how AI models are built and optimized.

Ways To Stand Out From The Crowd

- Deep learning experience for animation.

- Knowledge of tensorRT and onnx.
- Working experience with USD
- Development experience with CUDA
- Self-motivated towards team goals

NVIDIA is widely considered to be one of the technology world's most desirable employers. We have some of the most forward-thinking and hardworking people in the world working for us. Are you creative and autonomous? Do you love the challenge of crafting the highest performance & lowest power silicon possible? If so, we want to hear from you.

The base salary range is 216,000 USD - 414,000 USD. Your base salary will be determined based on your location, experience, and the pay of employees in similar positions.

You will also be eligible for equity and benefits . *NVIDIA accepts applications on an ongoing basis.*

NVIDIA is committed to fostering a diverse work environment and proud to be an equal opportunity employer. As we highly value diversity in our current and future employees, we do not discriminate (including in our hiring and promotion practices) on the basis of race, religion, color, national origin, gender, gender expression, sexual orientation, age, marital status, veteran status, disability status or any other characteristic protected by law.