



your responsibilities

- research, code and deliver; to test and release new hand-tracking features
- apply mathematical techniques (geometry, linear algebra, numerical methods), machine learning and artificial intelligence techniques to improve spatial tracking
- participate in high quality processes including reviews, test, verification, and process improvement

your profile

- MSc or PhD in a quantitative field of STEM, Computer Science or Engineering with a focus on Machine Learning or industry experience in Machine Learning related work
- strong experience in applied mathematics, algorithm design and performance optimisation
- excellent coding and software development skills including Python
- experience with any physics simulator, video game physics or computer graphics is a plus
- motivated, energetic and ready to own challenges

Application: contact@haptology.com

We're hiring Machine Learning Engineer

Cracow

Let's go beyond vision. Haptology solutions will deepen the experience of spontaneous interaction with the machine, eliminating distance and other limitations related to the mechanics of physical, visual or voice interfaces. We create a new physicality, this time virtual, expanding the spectrum of interactive sensations with a tactile dimension.

Our company (www.haptology.com) aims to redefine the way people understand digital content as something that can be touched and felt. Haptology uniqueness consists of double modality integration for Immersive Presense Interface; kinetic controller and tactile feedback. These two components allow user not only to interact with digital (graphical) content in natural and seamless way, but create touch sensations, that no existing controller, whether miniaturised, hand sized either fitted to fingertip, provided till now.