



## (Senior/Principal) Researcher, Human Computing

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Deadline : xxxx

(Senior/Principal) Researcher – based in Rennes, France

### CONTEXT:

Technicolor provides technology, systems and services to its Media & Entertainment clients involved in the different components of the video chain (content creation, production, distribution and access). Technicolor Research & Innovation is the research division of the group. The permanent goals for the research are i) to provide Business Units with first-class technical solutions fitting their needs and ii) to explore longer term technologies. In this later respect, one of the main goals is to anticipate incoming technological evolutions, outperforming current limits. Therefore, based on a strong expertise in image and video processing, Technicolor is continuously investigating new areas and in particular the Human Computing area. The ambition here is to capture different human information (gesture, motion, emotions, feelings, brain, environment...), develop innovative systems to interpret those signals, derive computational models and propose new applications/services where the human is the center point (it includes Human-Machine interfaces and interactions, motion/haptic sensors, intelligent camera...). The targeted applications for Technicolor include cinema, television, games, home, web, video, communication...

On this basis, Technicolor Research & Innovation Center in Rennes, France, is looking for a new senior/principal researcher to provide significant technical leadership in Human Computing and Applications. This position will involve participating in hands-on research work as well as in the creation of vision, research strategy and new projects.

### JOB RESPONSIBILITIES:

As a senior/principal researcher and member of our research staff, the successful applicant will be in charge of:

- Analyze, evaluate and improve Human understanding
- Develop and integrate solutions to capture and interpret human information, those information could be visual, haptic, contextual, biological or psychological
- Develop new applications making use of those Human Information with a special focus on video processing and home/users technologies. Man-Machine interfaces and interactivity is an obvious field of research but not restricted to it
- Follow and anticipate state of the art progress in this field
- Active participation to the protection of the Technicolor intellectual property in this field
- Active Participation to the promotion of Technicolor Technology (Patents, Publications, Demos, conferences)
- Participate to external collaborations (Interns, collaborative projects, PhDs, post-docs)

### EDUCATION / EXPERIENCE:

Engineer from "Grandes Ecoles", MSc degree or PhD (mandatory), 3 to 5 years of experience, with specific knowledge in Computer Vision (Human-Machine Interactions) and Cognitive Sciences (in particular Physiology).

Some knowledge in some of the following areas is expected:

- Signal processing & analysis
- Human-Machine or Brain-Computer Interfaces
- Physiology, Human Perception, Biology, Neurology or Psychophysics

Necessary skills on:

- Software development (C/C++, PC environment, Windows/Linux)



Strong interest for research and external contacts/ collaborations, as well as team spirit.  
Strong interest for the new technologies, curious to opening markets...

## APPLICATION:

Send CV and motivation letter to  
[philippe.guillotel@technicolor.com](mailto:philippe.guillotel@technicolor.com)

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## COMPANY:

technicolor (Euronext Paris: 18453; NYSE: TMS) is a worldwide leader of services to content creators.  
[www.technicolor.com](http://www.technicolor.com)

### Some of our brands:

#### TECHNICOLOR

technicolor



[www.technicolor.com](http://www.technicolor.com)

Worldwide Services for Film Production, Theatrical Distribution, Home Entertainment, Television Broadcasting, Commercials, Games.

#### THE MOVING PICTURE COMPANY

MPC

[www.moving-picture.com](http://www.moving-picture.com)

Digital Visual Effects and Post-Production for the international advertising, television and feature film industries.

*Welcome to the Dream Industry.*

## RENNES:

Capital of the “Bretagne” region, Rennes is a dynamic and young city in the western part of France, 200 miles west of Paris (2 hours by TGV). With 25% of its population being students, Rennes is very active and any type of cultural or sport activity may be found easily.

The foreign students’ community is quite important and well received with for example the “Rennes Vous Parraine” association supporting them.

### Useful links:

- <http://maps.google.fr/maps?f=q&hl=fr&geocode=&time=&date=&ttype=&q=rennes&ie=UTF8&t=p&om=1&ll=48.107431,-1.669922&spn=10.537952,17.446289&z=6>
- <http://www.rennes.fr/index.php?id=7>
- <http://www.rennes-metropole.fr/>
- <http://www.etudiants-rennes-metropole.fr/>
- <http://www.tourisme-rennes.com/>
- <http://www.bretagne.com/>
- <http://www.ifa-rennes.org/index-ang.php3>

Rennes is a twin city of: Rochester (USA), Sendai (JP), Jinan (CN), Exeter (UK), Erlangen (DE), etc...  
(<http://www.rennes.fr/index.php?id=196>)

*Welcome to Rennes.*