

COMPUTER VISION ENGINEER INTERN (REMOTE)

Keywords:

Machine Learning; Landmark Detection; Augmented Reality

Who we are:

Strollhunt is an early stage startup developing a mobile app for locals to explore their city and visitors to explore the city they visit, by playing a fun, social and educational adventure. Our mobile app turns cities into playgrounds, and is designed to make users more present in the real world. We tested a minimum viable product of our app with 136 users and we are now developing the V1.0. We are a team of 3, across product, engineering and design, supported by advisors operating at category-leading European startups.

Who we are looking for:

A driven Computer Vision Engineer Intern (Remote) excited about applying his/her computer vision skills to craft novel city-scale augmented reality experiences.

Responsibilities:

- Lead development of an 'Automatic Landmark Detection' feature to work on a smartphone camera
- Lead development of a 'Marker-Based Augmented Reality' feature to work on a smartphone camera
- Integrate the features into the iOS and Android applications
- Support or lead engineering on additional tasks, where needed
- Collaborate with product, engineering and design on additional tasks, where needed

Qualifications:

- Capable of leading a computer vision project (Cloud Vision API, ML Kit) without technical guidance
- Experience with JavaScript (iOS and Android applications will be developed in React Native)
- Experience with mobile application development (iOS or Android)

Internship deliverables:

<p>1. Automatic Landmark Detection feature</p> <p>Develop a functioning Automatic Landmark Detection feature in a cross-platform programming language running on a mobile phone</p> <p>The feature must demonstrate that a photo taken from the mobile phone camera can detect a landmark and return a correct or incorrect answer</p> <p>A documentation of the feature must be provided for other software engineers to be able to use the code and build upon it</p>	<p>2. Detection of a set of pre-selected landmarks</p> <p>The feature should be able to consistently detect a set of pre-selected landmarks</p> <p>The feature should be flexible, scalable and documented, to make it possible to add new landmarks later on</p>	<p>3. Marker-based Augmented Reality feature</p> <p>Develop a functioning Marker-Based AR feature in a cross-platform programming language running on a mobile phone</p> <p>The feature must demonstrate that a virtual object (i.e. an illustration of the landmark detected) can be overlaid on top of a real-world object (i.e. the landmark itself) through the mobile phone camera</p> <p>The feature should be able to consistently overlay the pre-selected landmarks and be flexible, scalable and documented to make it possible to add new landmarks later on</p>
--	--	--

For more information about this internship opportunity:

Lucas Braunschvig

lucas@strollhunt.com

+44 (0) 7 902 826 840