



Omnicoach is looking for a **Computer Vision Engineer** to join the team!

We are looking for a Computer Vision software engineer, who will be responsible for developing our FPS gameplay video analysis backend. This is an R&D job for creating a high-performance, real-time event extraction system for FPS video games, using gameplay video data.

Our current solution is written in Python 3.6, OpenCV 3.4. We are looking for someone, who can take over the existing code and continue enhancing the event extraction modules (template matching and OCR). You will work closely to a small development team to create solutions that enable and enhance event recognition from gameplay videos for Overwatch.

Responsibilities include:

- Creating high-performance solutions for extracting events from gameplay videos
- Design, development, and integration of the software systems and architectures necessary to realize research prototypes
- Implementing new solutions for business needs (potentially including ML in the near future)
- Participate in ideation, creation, and evaluation of related technologies

Key qualifications:

- 3+ years of experience with OpenCV technologies in Python
- Deep understanding of traditional computer vision solutions
- Strong foundations in maths (linear algebra, digital image processing, geometry)
- Good knowledge of agile method, version control systems, ticketing, etc.
- Strong verbal and written communications skills in English
- Must be self-directed, analytical and work well in a team environment
- Passion of learning new technologies and can-do attitude

Bonus qualifications:

- Good command of C++
- Experience with Machine Learning algorithms
- Ability to read, understand and implement related scientific papers
- Love for computer games and personal improvement through them

We can offer:

- Startup vibe
- Budapest downtown office
- Unlimited holidays and home office
- Competitive salary
- Working time according to your preferences
- Play video games during work

Who we are:

Omnicoach is a Budapest based startup providing the opportunity to gamers to improve in their beloved games. Omnicoach is designed to be the most practical AI Coach for esports games.

Omnicoach is available for Overwatch, we plan to do other games in the near future.

We have developed an image recognition technology (built in Open CV) and a proprietary coaching engine tailored to the game of Overwatch. Omnicoach is unique in this regard, as no other software 'teaches' players in a depth comparable to our solution. Check our demo here: <https://omnicoach.gg/demo/>

The team consists of a strong business division leading the product development and sales, an esports consultant, an experienced player and coach providing the core business logic for the Coaching Engine and a development team responsible for video event processing as well as visualizing the data on a website.

Contact: If you are interested in working with us, send us your CV at info@omnicoach.gg.
<https://omnicoach.gg/>