DELAIR
AERIAL INTELLIGENCE

3D GRAPHICS SOFTWARE ENGINEER

Toulouse, Permanent Contract, Full time, Start Date: ASAP

Delair

Delair is one of the world's most experienced provider of drone-based solutions combining its high performance, long range UAV hardware with sophisticated analytics technology and operational services. We enable enterprises to monitor and digitize their physical assets from the air and turn the collected data into valuable business insights. Our solutions are used globally by customers in industries such as utilities, construction, agriculture, transportation, mining and oil & gas.

By joining Delair, you will participate in what is broadly recognized as the biggest technological paradigm shift of our generation: the digitization of the physical world. The combination of drones, Cloud-based services, AI (Artificial Intelligence) and Machine Learning, makes Delair a pioneer and leader in shaping tomorrow's technology landscape.

It is in technical excellence and perpetual innovation process that we recognize ourselves.

This is why we encourage pioneering ideas and incent our teams to develop their creativity.

As a young, energetic and highly motivated team, we work in a stimulating and pleasant working environment. Dedication and innovation are rewarding and rewarded, giving you a unique opportunity to gain valuable and challenging experience in a rapidly growing business with passionate and easy-going enthusiastic people.

Our cloud platform ingests large amounts of aerial images as raw material to produce maps, 3D models and business analysis. We work hard to provide our clients with powerful tools to access their data quickly and interact with them in real-time. Help us go further in this task.

Your responsibilities

- Design and maintain software to ingest and serve large point clouds and 3D models in fast and efficient manner.
- Technical lead for all aspects regarding massive models processing, level of detail generation, texture compression, mesh simplification and compression techniques, real-time rendering, and the application of spatial data structures to create optimized 3D content.

The Profile

Qualifications

- MS in computer science or related discipline
- Solid software engineering skills (C++ / Python)
- Ability to understand mathematical concepts such as computational geometry and 3D rendering
- Experience with rendering technologies such as WebGL
- Experience working with geospatial data
- Excellent debugging and optimization skills

Pluses
- Experience working with GDAL and other OSGEO librairies
- Familiarity with front-end libraries: Cesium, Three.JS, ...

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- Good understanding of CAD tools, 3D design, 3D user interfaces
- Experience working with 3D data (3D Models, Point Clouds)
- Experience with analysis of satellite, aerial, or multispectral imagery

Mindset
- You can operate effectively at a fast-paced company and embrace change
- You're a self-starter