About Turing Video

Turing Video, a well-funded A.I. startup co-founded by several PhDs from USC and UCLA, is pioneering the robotics industry with leading artificial intelligence and navigation systems for security robots being used worldwide. Located in the heart of Silicon Valley, Turing Video develops state-of-the-art deep learning, edge computing and self-patrolling technology, to enable robots to assess situations and collaborate with human beings and security systems in real-time, keeping facilities and inventory secure.

Job Summary

We are looking for a talented software engineer who has a Master of Science or higher degree in Computer Science or related Engineering field to join our agile team to design our software System architecture for our patrolling security robots. Candidates should have a comprehensive knowledge of computer science and sufficient related experience in software architecture design and development.

What you’ll do

- Design and develop data communication interfaces over different network protocols including HTTP, WebSocket, RTSP, TCP, ONVIF and BLE;
- Design the architecture for Turing Video's software system and selecting technology stack for each component in the system to ensure development speed and software performance;
- Design and implement highly efficient algorithms on Turing Video's robotic platform, such as automatic patrolling and object avoidance algorithms;
- Build video streaming software on various platforms with suitable frameworks and tools, for example using Video Toolbox on iOS and FFmpeg on Android;
- Develop iOS applications using various frameworks and technologies, such as MVC, MVVM and Viper for architecture, Core Data and Realm for data persistence, GCD for multi-threading, Metal for low level rendering, and Tensorflow and Core ML for deep learning algorithms;
- Review code for the software development team to advance performance, reliability and availability and to ensure that a program continues to function normally through software maintenance and testing;
- Being part of Turing Video's engineering team, collaborate with other computer software engineers to create Turing Video's optimum software.

What you bring to the table:
Master of Science (or higher) degree in Computer science, Engineer or related field

- 2 or more years of related industry experience;
- Use FFmpeg to process multimedia data and stream data over RTSP and RTMP
- Build front end applications with MVC, MVVM and VIPER architectures,
- Perform multi-threading on iOS with GCD, NSOperation, NSThread and NSLock,
- Ensure data persistence on iOS with CoreData and SQLite,
- Perform low level rendering on iOS with OpenGL ES and Metal,
- Perform Server/client communications over TCP, HTTP and WebSocket, and
- Implement Random forest and Hog Feature to detect object on iOS with C++.

Why work with us

- Work and challenge yourself in a fast growing startup with cutting edge technology to reshape security industry.
- You will definitely learn a lot and improve your various skills with our talented agile team.
- Decent salary and benefits as well as company shares depending on your talent and experience.
- Don’t depend on an Apple a Day. Fully paid health plan option, and 100% premium coverage of vision and dental insurance for you and your dependents.

Benefit

- Competitive salary (comparable rate in bay area, based on experience and ability)
- A generous supply of unlimited office snacks, drinks and coffee
- A team of smart people in a family-like atmosphere
- A H1B sponsored full time return offer if excellent
- Top tier office equipment with Uplift desk and Ergonomic Chairs
- Work with Bay view and Mountain view

Please send your resume to legal@turingvideo.com with Software Engineer in the subject line and we’ll talk about how your career is about to get better. Turing Video is an equal opportunity employer (EOE). We strongly support diversity in the workforce.

Job Location: San Mateo, CA

Job type: Full Time

Start Date: Immediate, flexible