Dolby research offers several new positions in its new location in Beijing !

Be part of the exciting future of entertainment and add your talents to those of an amazing team. For more than 40 years, Dolby has led the way in developing innovative entertainment products and technologies used by consumers and professionals worldwide. Innovations from Dolby can be heard in consumer audio and video products, entertainment software, and professional sound applications, including music recording, broadcasting, and sound for motion pictures.

Our company philosophy encourages creativity, collaboration and a strong focus on creation, development and delivery of innovative technology solutions that enhance the entertainment experience. Our team-oriented research environment offers the opportunity for market-savvy innovators to apply their theoretical knowledge, awareness of technology trends and alertness to emerging market opportunities to help create technology solutions that are broadly applied in the marketplace through Dolby's global market reach. We offer great benefits, including an assortment of life insurance and health coverage options, and the opportunity for innovators to make a difference and to experience the satisfaction of seeing technology solutions to which they contributed, in the marketplace!

Research Engineer
(Audio algorithm architecture and design)
Dolby Sound Technology Research, Beijing

Position Summary

This position is in the Research Organization of Dolby Laboratories (www.dolby.com) and is located in Beijing, China. The research engineer position focuses on the creation of audio signal processing technologies including the whole range of research from the underlying theoretical concepts to the development of prototypes that provide a proof of concept. As a part of an international team, the research engineer will work on ideas exploring new horizons in the audio processing, analysis, replay and organization.

Dolby Laboratories is looking for a self-motivated, highly talented individual interested in applying his or her skills in technologies involving a fundamental understanding of the way that sound sources (audio and voice) are captured, manipulated, coded, delivered, enhanced and played back using digital signal processing techniques. Applications

include pre-processing, coding and post-processing solutions in market areas such as consumer electronics, mobile, broadcast, PC and digital cinema applications and other technologies crucial to Dolby Laboratories' success. The position involves working in cooperation with other technology developers/researchers within Dolby's global research network, and the opportunity to propose new ideas for further investigation.

Education, Skills, Abilities, and Experience Required

- M.S.E.E. (required) plus 3 years of applicable, hands-on commercial experience (strongly preferred), or Ph.D. in Electrical Engineering (desired) plus 3 years of closely relevant academic post-doc Research and Development experience
- Demonstrated ability to create fundamentally new, novel (patentable) signal processing technologies and to envision applications those technologies in the form of innovative product solutions
- Proficient in advanced theory and application of audio signal processing techniques
- Highly skilled in C/C++ language and Matlab programming
- Team-oriented work ethic and interest to work in cross-continental teams
- Strong personal interest sound technologies and in learning, researching, and creating relevant new technologies with high commercial impact
- Independent, self-motivated worker requiring minimal supervision
- Fluent in Chinese and English. Excellent communication skills
- Good understanding of general acoustics

Strongly Desired

- Experience working in a software development team, including software version control tools
- Real-time windows programming
- Real-time audio/video processing
- Willing to do occasional international travel
- Personal interest in audio/video in entertainment applications

Interested individuals are requested to submit both English and Chinese resumes to:

cb@dolby.com

Dolby Laboratories International Services Inc. (Beijing) Ltd.
Rm 906 - 917, Bldg B. Gemdale Plaza,
No.91 Jianguo Rd.
Chaoyang Dist. Beijing 100022, China

Staff Research Engineer
(Multimedia Analysis using Artificial Intelligence, Pattern Recognition & Stochastic)
(Dolby Beijing)

Position Summary

This position is in the Research Organization of Dolby Laboratories (www.dolby.com) and is located in Beijing, China.

The research engineer position focuses on the creation of intelligent multimedia data analyzing, searching, and processing technologies including the whole range of research from the underlying theoretical concepts to the development of prototypes that provide a proof of concept. As a part of an international team, the research engineer will work on ideas exploring new horizons in the content analysis, search, and classification space.

Dolby Laboratories is looking for a self-motivated, highly talented and highly accomplished individual that is interested in applying his/her skills to enhance audio, speech, and video analysis, processing, and search technologies for applications in professional entertainment creation equipment as well as end user devices including mobile telephones and portable music players. This position requires advanced knowledge of the theory and application of techniques from artificial intelligence, applied mathematics, stochastic and algorithm design as well as a very good understanding of the digital signal processing techniques related to audio, speech, and video analysis and processing. The position involves working in cooperation with other technology developers/researchers, but also includes the opportunity to develop and propose independent ideas for further investigation.

Education, Skills, Abilities, and Experience Required

- Ph.D. in Artificial Intelligence, Applied Mathematics, Computer Science, or Electrical Engineering, additional 3 years of industrial or academic post-doc Research and Development experience preferred!
- Demonstrated research success in the application of pattern recognition, probabilistic models, clustering techniques, data mining, and search algorithms to multimedia data analysis, search, and processing applications
- Ability to create fundamentally new multimedia technologies in the form of prototypes and patents
- Proven ability to understand and expand the theories of artificial intelligence, stochastic, and applied mathematics paired with a strong interest to apply the theory to applications related to multimedia data processing
- Proficient in audio,speech, and video signal processing.

- Proficient in multimedia information retrieval, video object recognition, and video analytics
- Highly skilled in C/C++ language and Matlab programming
- Team-oriented work ethic. Interest to work in cross-continental teams
- Strong personal interest in learning, researching, and creating new technologies with high commercial impact
- Independent, self-motivated worker requiring minimal supervision
- Fluent in Chinese and English. Excellent communication skills

Strongly Desired

- Experience in parametric statistics, decision theory, image retrieval.
- Experience working in a software development team, including software version control
- Real-time windows programming
- Real-time audio/video processing
- Willing to travel
- Personal interest in audio and video

Interested individuals are requested to submit both an English and Chinese resume to:

cb@dolby.com

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