

[Internship] C++ Engineer (UpStride Engine Optimization)

Location: Paris, France

UpStride is growing fast! We are looking for engineers and developers excited to work on our technology that takes computation to a whole new dimension. We are starting by enhancing deep-learning computation: our neural networks learn more efficiently from data, enabling our clients to do more with small or incomplete datasets.

This position sits at the core of UpStride's technology. The UpStride Engine Optimization Unit is our elite team that teaches standard CPUs and GPUs to understand UpStride's signal-processing techniques.

The tasks you are going to be working on:

- Maintain the master version of the engine
- Optimize the engine for speed on CPUs and GPUs
- Optimize the engine for ARM CPUs
- Rewrite engine to optimize for parallel processing
- Integration with PyTorch
- Make UpStride compatible with Google's TPUs

We are looking for people with the following skills/experience:

- Experience with C or C++ and Python
- Familiarity with any deep-learning framework: TensorFlow, PyTorch, Caffe2
- Strong mathematical skills
- Appreciated: experience with CUDA and/or OpenCL for GPU programming
- Appreciated: interest in computer vision; FPGA exposure is highly appreciated

If you want to join us or have any questions, we are happy to connect! Reach out directly to our CTO: wilder.lopes@upstride.io