Software Engineer, Machine Learning

About the job

Mindart Studio[1] www.mindartacademy.org was established in April 2019 as a professional Commercial Art Studio. The company's business is mainly composed of two parts, Art Academy and Art Design. Since its inception, Mindart Studio has been growing at an unprecedented speed. Mindart Studio currently has three offices in BayArea, in Dublin, Castro Valley, and Daly City, One-stop art service system for K12, college entrance portfolio, AP course tutoring, adult art training, art exchange, and art exhibition, Children Illustration Design,Children book Design. Since 2021, we have cooperated with Dublin, Daly City, and Castro Valley City to hold many children's art exhibitions and art experience activities. Among them, children's illustration design serves as a very important bridge to communicate with children's art. We have designed and completed a lot of interesting children's illustrations.

As we grow, we plan to enrich our core business by injecting cutting-edge technology like Artificial Intelligence and Machine Learning to our customers. We plan to build a team of engineers to build the Generative Artificial Intelligence platform that produce and generate artwork including oil painting, watercolor, drawing, digital painting, the ultimate goal is to provide high-quality inspiration and better lesson plans to our end customers so everyone could get the highest quality of our service.

Responsibilities:
- Develop Generative Artificial Intelligence (GenAI) platform, enabling users to use this platform to produce and generate artwork including oil painting, watercolor, drawing, digital painting.
- Collaborate with artists, art educators, and academic experts to understand their needs and requirements for generating high-quality artwork and effective lesson plans. Incorporate their feedback and expertise into the development process to ensure the platform meets the end-users' expectations.
- Code optimization to improve scalability, reliability, security and performance of web applications.
- Drive continuous improvements to engineering excellence and efficiency, lead research & development into key areas of optimizations for backend systems and services, including data security, systems architecture and computational efficiency & scalability.
- Drive and shape the growth of a highly effective product engineering team, provide professional and technical leadership to support the professional growth of individual team members

Qualifications

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- B.S or higher degree in Computer Science or related fields from accredited and reputable institutions.
- 3+ years experience developing Artificial Intelligence or Machine Learning systems using at least one of Python/Golang/C++. Qualified fresh graduates would also be considered.
- Strong software programming capabilities, exhibits good code design and coding style.
- Deep understanding of data structure, algorithm design and analysis, networking, data security and highly scalable systems design.
- Exhibits strong product / business understanding, able to align product engineering directions to support current and future product and business evolutions.