

JOB OFFER

F/M R&D SOFTWARE ENGINEER PHYSICALLY BASED SIMULATION OF LARGE CROWDS

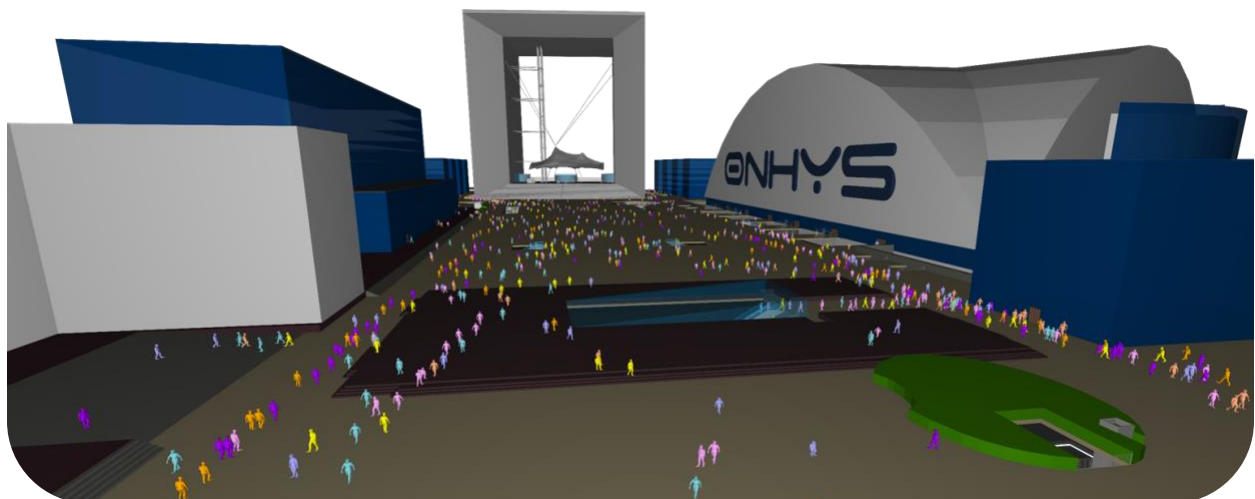
ONHYS COMPANY

ONHYS is an innovative software edition company, specialised in pedestrian behaviour simulation, as well as a consulting company in mobility, security, and urban planning.

Urban resilience is at the heart of our concerns, with an approach centred on the human being and his quality of life. Our solutions are based on advanced simulation technologies combining Building Information Modelling (BIM) and Artificial Intelligence (AI). Our R&D team has designed a pedestrian behaviour simulator capable of reproducing the diversity of urban activities. Our consulting team benefits from cutting-edge technologies to better understand individual and collective needs.

Joining ONHYS, at the heart of the Sophia Antipolis technology park, means entering a dynamic and sunny ecosystem within a hyperactive company. It also means taking part in large-scale projects in collaboration with renowned research laboratories, major industrial accounts, local authorities and governments in France and abroad.

Are you looking for new challenges, are you passionate about your job, are you not afraid to roll up your sleeves to take part in disruptive and grandiose projects, are you looking for goals that match your ambitions? Then join us!



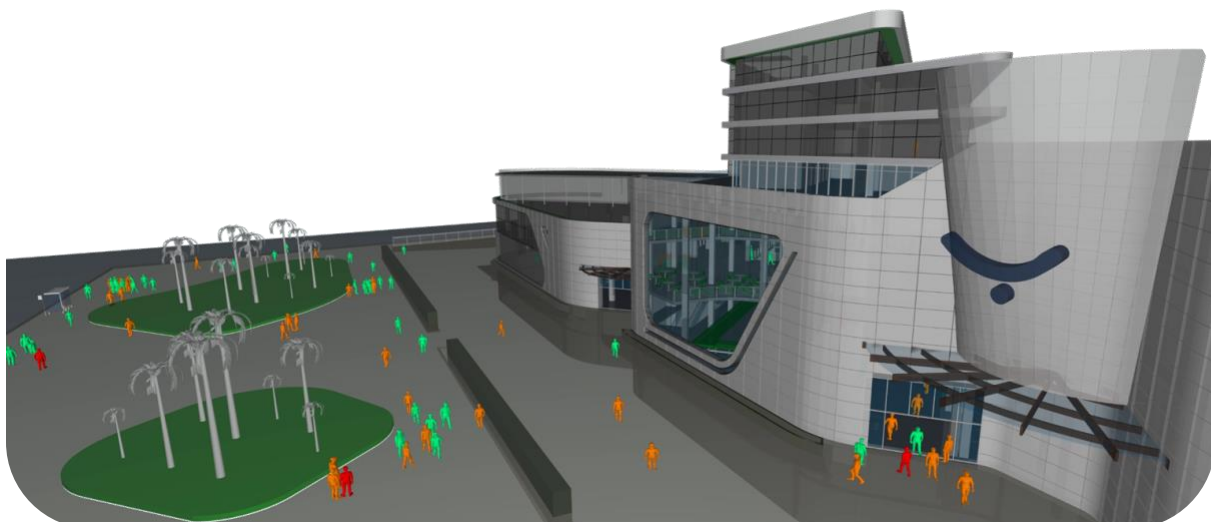
POSITION

In the context of a new R&D project, H2020 CrowdDNA, we are opening a software engineer position with a strong R&D component. Your mission will be to implement an industrial prototype for the simulation of large, physically interacting crowds. Internally, you will work with an R&D Project Lead, and externally with multiple renowned European laboratories.

Your mission will have a strong focus on software engineering applied to multi-agent simulation and physically based particle interactions. Your duties will also involve research, including an initial related work survey and participation in international workshops. As such, you will have to present your work in public, mainly in English.

To face the pre-requisites of this position, we are looking for an extremely motivated person, with fluent spoken and written English, and a first experience in academic research (including through a PhD). This position will have a strong C++ software development aspect, requiring advanced C++17 and template meta-programming. You will additionally receive transversal support from the rest of our R&D team.

The project is initially set to last 3 years and is very likely to be industrialised. Resulting technologies will likely be demonstrated on cases such as the organisation of large events (e.g. Olympic Games). It is also possible you will have to transversely participate in the company's activities, including its commercial projects.



PROFILE REQUIREMENTS

Personal skills

- Committed, meticulous, pugnacious, curious, autonomous, rigorous, bold, determined, a fighter, a challenger;
- Passionate about complex systems design;
- Comfortable with academic presentations;
- Fluent English (spoken, written), basics in French.

Experiences / training

- Software engineering diploma or Master's/PhD in computer science;
- At least three (3) years of experience at a position with a research component (e.g. PhD, research engineer);
- At least three (3) years of C++ software development.

Technical skills

- Template meta-programming in C++ (knowledge of STL/BOOST);
- Knowledge in the fields of physically based particle interactions and/or autonomous agent simulation;
- Usage of MS Office applications (Word, Excel, PowerPoint).

PACKAGE

Project contract (3 years, very likely to become permanent) based in Sophia Antipolis;

Starts on November 1st 2020;

Health insurance basis 100% covered by the company;

Relocation costs covered;

Salary based on experience.

CONTACT

Send your application by email (with a cover letter) to job@onhys.com

Web site: www.onhys.com

Address: [2000 route des Lucioles, Les Algorithmes Pythagore B, 06410 Sophia Antipolis](#)

