SONY

Online Recruitment Talk in August

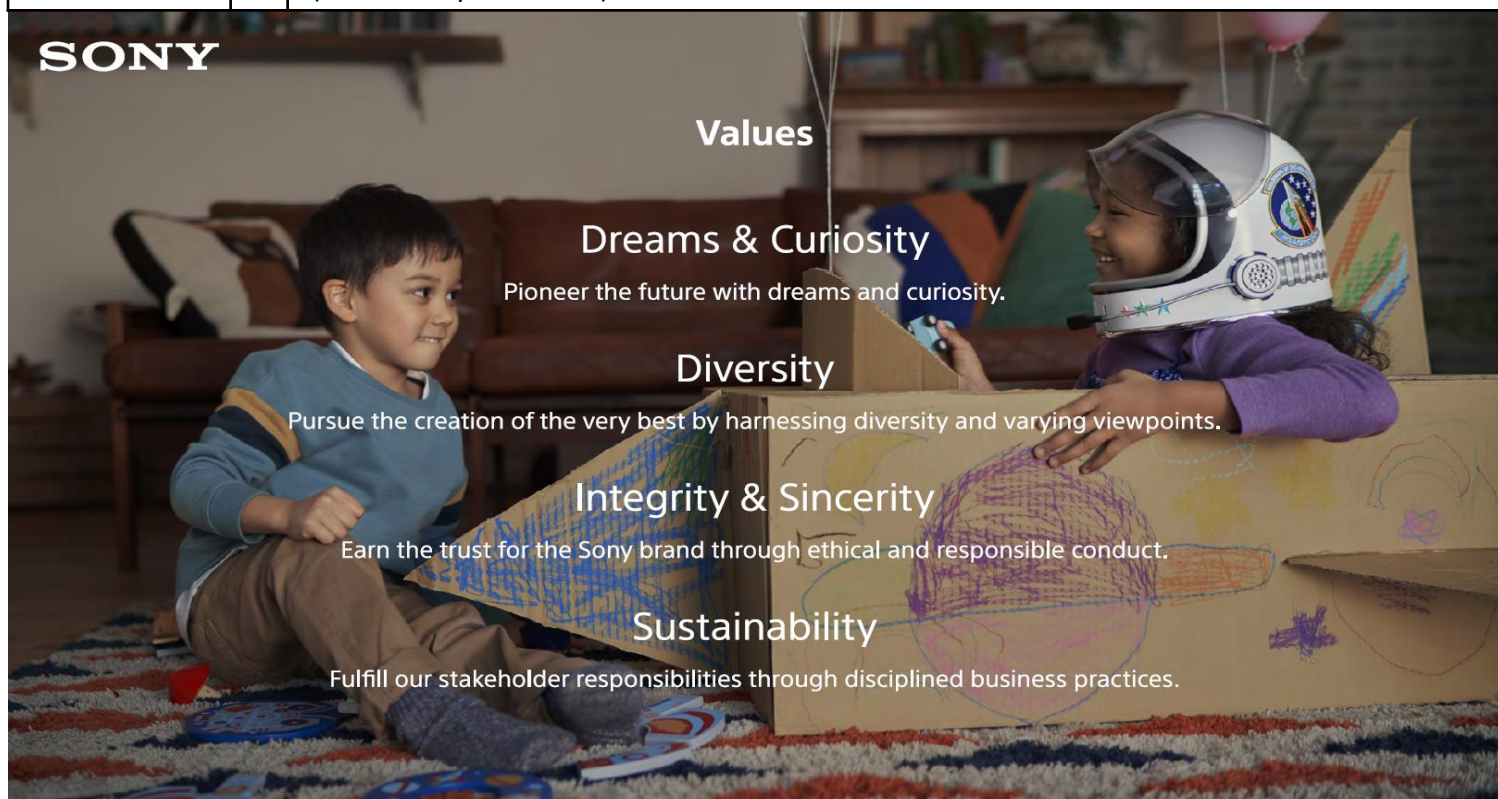| Date and Time	August 6^{th(Fri)} at 9:30 – 10:30 CST https://us02web.zoom.us/webinar/register/WN_K_I-QoUPQ12oBbCD341D3Q August 20^{th(Fri)} at 9:30 – 10:30 CST https://us02web.zoom.us/webinar/register/WN_7t2Bk1gNQDq0KsTz_HHKBw August 20^{th(Fri)} at 11:30 – 12:30 CST https://us02web.zoom.us/webinar/register/WN_FpKYHD9STVWsCbMeeWtQhw August 27^{th(Fri)} at 11:30 – 12:30 CST https://us02web.zoom.us/webinar/register/WN_-b_hoy-WSoKFpx6yTDHt3w
How to join	Step 1: Register through the link. Step 2: You will receive the meeting URL via email. Step 3: Please join the session on the day of the event

Full-time Global Fresh Graduate Recruiting 2022

Job Description	Please see details of various opportunities from Page 2 and following. All available positions will be posted on the website on August 2nd.
Working Location	Tokyo and/or Kanagawa, Japan

Salary and Benefit	[Estimated Annual Salary]
	  JPY 5,500,000 ～ (varies depending on qualifications and experience)
	[benefit]
	  Dormitory (for eligible candidate), language training (100% paid by company), Visa, flight, international moving, relocation allowance, social insurance, annual leaves, employee purchase discount, etc.

Selection Process	1.Submit your CV 2.Complete Essay and/or Online Coding Test(depending on position) 3.Interview* (*Shortlisted candidates will be invited to the interview in October)
How to apply	Step 1: Pre-register through the link below Step 2: Application form for each position will be ready in August. Please apply to the position you are interested in and submit application.

Pre-registration
https://www.sony.com/en/SonyInfo/Careers/japan or scan→

Job Position		
	1	**Research Engineer | Computational Sensing, Embedded AI** (Job description in P.3)
	2	**AI Engineer/ML Engineer of intelligent information processing technology field** (Job description in P.3)
	3	**System Software Engineer for Robotics Platform** (Job description in P.3)
	4	**Computational Photography, Next Generation Image Sensing Technology Researcher** (Job description in P.3)
	5	**Human Interaction Engineer** (Job description in P.4)
	6	**Visual Recognition Computation Systems and Architecture, Research Engineer** (Job description in P.4)
	7	**Software Engineer - Video Codec and Streaming, Edge Cloud Platforms** (Job description in P.4)
	8	**Machine Learning and Causal Inference, Data Scientist** (Job description in P.4)
	9	**Machine Learning Research Engineer** (Job description in P.4)
	10	**System Development Engineer** (Job description in P.5)
	11	**Software Engineer, Embedded Linux software development** (Job description in P.5)
	12	**Machine Learning/Signal Processing for Sensor Data, Research Engineer** (Job description in P.5)
	13	**Researcher on Digital Health Application Technology of Audio/Visual Sensing** (Job description in P.5)
	14	**Robotics, Engineer / Researcher** (Job description in P.6)
	15	**AI Engineer/ML Engineer of intelligent information processing technology field** (Job description in P.6)
	16	**R&D engineer of Music, Acoustics, Speech, and Language technology field** (Job description in P.6)

SONY

Values

Dreams & Curiosity
Pioneer the future with dreams and curiosity.

Diversity
Pursue the creation of the very best by harnessing diversity and varying viewpoints.

Integrity & Sincerity
Earn the trust for the Sony brand through ethical and responsible conduct.

Sustainability
Fulfill our stakeholder responsibilities through disciplined business practices.

No.	Job Title	Responsibilities	Product, Service
1	Research Engineer | Computational Sensing, Embedded AI	- Planning of medium- to long-term development roadmap for image sensing technology and image sensing applications - Technical survey, exploration research, and practical development for image sensing technology and image sensing applications - Development of software libraries for imaging processors and vision processors	Image Sensor / SW libraries for Image sensing / SW for Vision processors
2	AI Engineer/ML Engineer of intelligent information processing technology field	Research and development of advanced application technologies and information processing technologies in our target fields (Computer Vision, Natural Language Processing, Sound, etc.) Entertainment contents: - Open-domain dialogue generation - Vision-based commentary generation - Language-based procedural CG generation Remote communication: - Non-verbal context understanding - CG Avatar / Motion generation Financial services: - Multi-turn dialogue understanding - Real-world data analysis Healthcare services: - Respiratory / Heart sound analysis - Behavioral change interventions/systems/theory in healthcare	Entertainment Contents, PlayStation, Robots, Financial Services, Healthcare Services, Remote Communication, and Consumer Electronics.
3	System Software Engineer for Robotics Platform	You will be responsible for the development of advanced robot software using the latest Robotics development environment in order to strengthen research and development of robots in new fields for the era in which robots will be used as a matter of course in the near future. Responsible area: - Autonomous robot system - Middleware for navigation and manipulation (such as perception, recognition, planning and control module) - Development environment (SDK, simulator) - Group control of multiple robots	Robotics products
4	Computational Photography, Next Generation Image Sensing Technology Researcher	Develop new image processing algorithm based on computational photography technology or other research level technology to enhance functionality or image/video quality of SONY products such as digital still camera, camcorder, TV, PC, and gaming devices. - Investigation of possible technical options to achieve functionality enhancement or image/video quality enhancement. - Conducting research and image/video processing algorithm development to achieve above purpose communicating with engineers closely - Providing algorithm description document, reference code in the specified programming language, and regular research reports	Image sensor and other special types of sensor (polarization sensor, hyper-spectral sensor etc.) Digital Camera (consumer & professional) Mobile Phone

No.	Job Title	Responsibilities	Product, Service
5	Human Interaction Engineer	Research and development on Human Interaction Technology, including user interface, applications, innovative user experiences in XR, Natural UI, Cyber-Physical world, and Autonomous Systems. -develop technologies of XR interactions based on leading-edge input/output devices, algorithms such as machine learning, graphics/audio technology, cognitive science, and psychology, and validate user naturalness, intuition, ease of use, and experience value. -develop systems of Cyber-Physical interaction world based on human sensing and audio/graphic technology, data analysis, machine learning. -develop prototypes indicate future concepts of next-generation XR interaction, Cyber-Physical world.	Electronics, Game products. Game, music, pictures, financial services.
6	Visual Recognition Computation Systems and Architecture, Research Engineer	* Develop low latency / high bandwidth / high performance per watt computation system on edge computers. Also collaboratively work with related team that are responsible for wireless communications and cloud side computation. * Port Sony's in-house algorithms to build assets on Sony's internal hardware. * Design and propose software systems, based on required scenarios of future products and services based on Sony's technical assets -- and of course, help to realize them as PoCs or business units.	Robotics, Game(PlayStation), Entertainment
7	Software Engineer - Video Codec and Streaming, Edge Cloud Platforms	Develop video distribution/streaming technology for various business fields of the Sony Group and develop services using edge cloud computing technology collaborating with cloud vendors and network operators. If your skills, experience and personal preferences match, you may be able to get involved more in the development and operation of commercial remote live entertainment services. You will start as a member of development team with a few members to develop software with implementing the target technologies. Through the development of the software, we hope that you will acquire a high level of expertise and become a lead engineer in this field. When you achieved to develop new or advanced technologies, you can have a opportunity to present papers at academic conferences and magazines or to present case studies in some conference of the industry area. Or, if you wish, you can have opportunities to be deeply involved in the development of commercial products, services, or applications in a business unit and contribute to the actual business.	Video Contents Distribution/ Streaming Service
8	Machine Learning and Causal Inference, Data Scientist	* Research and develop machine learning algorithms including causal inference, off-policy evaluation, reinforcement learning(multi-armed bandit) * Design experiment to evaluate machine learning algorithms in real world application with business units * Design and develop prototype applications with development partners * Work closely with business units like entertainment and financial domain in Sony group * Publish research papers about these activities	Online services (entertainment, financial, etc.)
9	Machine Learning Research Engineer	* Research and develop in machine learning or its applications * Develop solutions or functions for real-world problems. * Plan and Develop prototype or production-level machine learning software using python or C++/C# and other languages * Design experiment to evaluate machine learning algorithms in real world application * Become a worldwide high-class engineer after acquiring most advanced technology on machine learning and AI. * Become a leader or a core member of the team which provides original technologies as a service for inside or outside of the company * Collaborating with global Sony group companies, you can create a business value for business unit of electronics, finance, game, entertainment, medical, and so on.	Contributing to the Sony Group's businesses, including consumer electronics, finance, and entertainment, by providing machine learning libraries and software developed by us Contributing to new businesses based on machine learning (ex. predictive analytics tool, Prediction One)

No.	Job Title	Responsibilities	Product, Service
10	System Development Engineer	・Recruit personnel for system architecture development. We develop integrated system such as display, sensing and signal processing included AI processing. We would like you to consider and develop the principle of complex HW/SW system. ・Customer values and social issues are analyzed and discussed from the upstream, and you are invited to participate in the process from drafting the necessary system architecture. ・We have strong ties with business divisions, creative design and customers, and you can collaborate with engineers from a wide range of fields. ・We have strong ties with business divisions, creative design and customers, and we can collaborate with a wide range of engineers from the development side to the design side.	・Display System (AR/VR/Projection System/ etc.) ・Sensing System (RGB, Depth sensor, Biological range sensor, Sensor fusion) ・Automotive Entertainment System Development (in-Cabin display and human sensing) ・Integrated System development (Integration with sensor and display)
11	Software Engineer, Embedded Linux software development	- Works in a team of system software development for commercial electronic devices and AI x Robotics products by design, implementation, optimization, technical support and analysis. * system software includes Linux kernel, device driver, application runtime, container, sensor/media processing framework, security and so on. - Responsible for more than one technology area in the team. - development, integration and provision of in-house Linux distribution. - Improvement and operation of software development flow by using DevOps, CI, auto test and so on. - development and provision of cross software development environment for embedded platform. - Contribution for open source software community.	Alpha camera, Cybershot, camcorder, Walkman, professional camera, security camera, projector, medical equipment, robotics such as aibo.
12	Machine Learning/Signal Processing for Sensor Data, Research Engineer	Develop machine learning or signal processing algorithm, and implement it as a software library or digital circuit. Repeat problem setting, data collection, algorithm improvement, and field test to bring it to a practical technology. Design optimal software and hardware, and make a working prototype to demonstrate its customer value. Propose new user experience proactively while surveying academic papers and industry trends. Work in a team, also typically with Sony business units or external partners, whether domestic or overseas.	Digital camera, Mobile robot/drone, RTLS, AR navigation, XR interaction, Game and video content production, Posture measurement for sports and rehabilitation
13	Researcher on Digital Health Application Technology of Audio/Visual Sensing	Research and development of vital sensing and analytics technology that utilizes Sony's audio/visual sensing technology for healthcare monitoring to support a healthy and secure society that is close to people via remote/real-time, and system technology for detecting signs of heart disease, mental illness, and lifestyle-related diseases ・R&D of system technology for detecting signs of mental diseases, dementia and lifestyle-related diseases using audio signal processing, sound source separation technology using DNN, etc., and sound signal feature extraction technology ・R&D of system technology for prediction of heart disease, psychiatric disease, dementia, and lifestyle-related disease prediction using visual signal processing, DNN, etc.	・Wearable healthcare monitoring system ・Remote healthcare monitoring system

No.	Job Title	Responsibilities	Product, Service
14	Robotics, Engineer / Researcher	- Research engineer to develop algorithms regarding robotics, such as novel controller, motion control, motion/path/task/view planning and optimization problem, using machine learning - Development includes a construction of theory, integration into the real robot system, experiment and analysis - Leading position of the advanced Research applying machine learning on robotics - Report on development plan, development progress and status, deliverables as development results, Paper submission an presentation, etc. You will work on a specific project to develop fundamental technologies and build robot prototypes to contribute social implementation of robot. We are looking for research engineers who can take the initiative in problem formulation, hypothesis verification, experiment and further advanced research.	We developed entertainment robots such as AIBO and QRIO (Small size humanoid robot) in past and we are developing innovative technologies towards future robots in entertainment, mobile, manipulator and medical.
15	AI Engineer/ML Engineer of intelligent information processing technology field	Research and development of advanced application technologies and information processing technologies in our target fields (Computer Vision, Natural Language Processing, Sound, etc.) Entertainment contents: - Open-domain dialogue generation - Vision-based commentary generation - Language-based procedural CG generation Remote communication: - Non-verbal context understanding - CG Avatar / Motion generation Financial services: - Multi-turn dialogue understanding - Real-world data analysis Healthcare services: - Respiratory / Heart sound analysis - Behavioral change interventions/systems/theory in healthcare	Entertainment Contents, PlayStation, Robots, Financial Services, Healthcare Services, Remote Communication, and Consumer Electronics.
16	R&D engineer of Music, Acoustics, Speech, and Language technology field	・Research and development of fundamental technology in our target fields (Music, Acoustics, Speech, and Language). ・Problem formulation, hypothesis verification, experiment, simulation, error analysis, data collection, advanced technology research, market research and analysis, etc. ・Software design, architecture design, interface design, implementation, evaluation, and release of technology. ・Project leading to develop innovative technology. ・Report on development plan, development progress and status, deliverables as development results, etc. ・Close cooperation with members of the development team, communication with people in charge of products and services.	Game(PlayStation, Smart Phone Application, etc.), Movie/Music(Contents Creation Support), Video Analysis(Broadcast contents, Online Video, etc.), Robot(Aibo), Financial Service (Human Operation Support, Data Analysis), etc.