

IMAGING ALGORITHMS SCIENTIST-SOFTWARE ENGINEER

iTomography Corporation (Houston, TX; www.itomography.com | About iTomo) has an immediate opening for an Imaging Algorithms Scientist-Software Engineer to participate in the development and implementation of novel imaging algorithms and software technologies. We are looking for self-motivated professionals with a strong combination of mathematics, physics, and programming skills. The position provides opportunities to address some of the most challenging imaging problems faced by major manufacturers and end-users of medical, radiotherapy, pre-clinical, microscopy, security, and industrial scanners. It will allow for professional development by working closely with Prof. Alexander Katsevich (iTomography CTO and world-leading CT scientist), our technical team, and leading experts of our customers, in the areas of CT and other imaging modalities.

Education, Experience, and Qualifications

- MS minimum; PhD in an area such as applied mathematics, physics, electrical engineering, computer science, or any other related field.
- Ideal candidate will have minimum 2 years related experience, preferably in a product development and/or R&D University environments.
- Hands-on programming experience on algorithm implementation and optimization in C++, Python, and/or Matlab. Experience with CUDA programming for GPU is desirable.
- Experience with Machine Learning is a strong plus.
- Excellent oral and written communication skills, ability to work in a fast-paced environment, and meeting deadlines.

Essential Duties and Responsibilities

- Develop innovative imaging algorithms.
- Implement the algorithms in computationally efficient software.
- Perform testing, prepare reports and software documentation.
- Participate in communications with company management and clients.

Position

- · Full-time.
- Located within the vibrant Texas Medical Center Innovation Institute (<u>TMCX+</u>)

How to Apply

Please submit your CV and cover letter in PDF format to <u>careers@itomography.com</u>.