

ZYLIA



Zylia develops innovative, world-class recording technologies and turns them into products that improve the lives of musicians and audio creatives. With a passionate and dedicated team of experts in audio research, software, business and product development, the company crafts and delivers products with the potential to redefine and revolutionize the way sound and musical performances are recorded.

Our key product ZYLIA Portable Recording Studio is a one-mic recording system that allows to record a whole 360 audio scene and separate sound sources into independent soundtracks (guitar, violin, vocals, etc.). Our product is an easy-to-use device that is used by musicians, bands, recording studios and sound engineers all around the world. More information about the product can be found at <http://www.zylia.co>

We are looking for:

Digital Signal Processing (DSP) Engineer

Location: Poznań

Zylia is seeking a talented Researcher or Digital Signal Processing (DSP) Engineer with a passion and fundamental background in spatial audio technologies. As a member of the Zylia team, you will have a chance to become part of a 3D audio recording revolution. Are you interested in developing real-time systems for next generation hardware and software products? You will work closely with the acoustic design, audio software, product design, and other teams to guide the future of Zylia's audio technology and experience across our products.

Work at Zylia means:

- participating in creation of cutting edge audio recording technology (the ZYLIA ZM-1 microphone array);
- making an impact on our existing processes and creating new ones – we're always open to brilliant ideas;
- working with a diverse group of people from various fields of expertise (software engineers, electronics engineers, audio and sound engineers, musicians, artists);
- working in a very open and challenging environment.

Her/his role will be:

- participation in innovative projects related to 3D audio processing;
- design and implementation of new algorithms, testing and refining the existing ones;
- collaboration with Zylia Developers and Researchers as well as university partners;
- propose new ideas in software and product development that will improve Zylia's business;
- contributing to a positive and constructive agile work environment.

A perfect candidate:

- strong understanding of spatial audio/acoustics (wave physics, perception);
- spatial audio processing and perception: Binaural and Ambisonics, microphone arrays;
- strong signal processing skills;
- ability to synthesize knowledge from top-tier research papers and patents;
- excellent in C++, MATLAB;
- excellent communication and collaboration skills;
- knowledge of advanced audio production tools and workflows;
- experience with room acoustics measurements and simulations;

- experience with audio DSP programming;
- profiling and optimizing high-performance code;
- Python or Faust is a plus;
- DAWs (Logic, ProTools, REAPER, etc.);
- hobby - musician or sound enthusiasts;
- strong believe in Zylia's company values: leadership, creativity, responsibility, self-improvement, honesty.

Nice to have

- Hobby - musician or sound enthusiasts.

If you are enthusiastic to shape the future of audio, together with us, feel free to contact us. Please, send your CV and cover letter (with a title – Digital Signal Processing (DSP) Engineer) to jobs@zylia.pl

Please, attach in your application: " I hereby agree to the processing of personal data included in my application for the needs necessary to carry out the recruitment process carried out by Zylia Sp. Z o.o. in accordance with art. 6 par. 1 lit. a Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of individuals with regard to the processing of personal data and on the free movement of such data and repealing Directive 95/46/EC (General Data Protection Regulation).

I also consent to processing of my personal data for the purposes of any future recruitment processes."