



Application Developer for Emotion AI

Opsis is a startup, where you will have the opportunity to shape the future of the company and our products. In return, we expect a high motivation to work in a startup rather than a traditional company. You need to be pro-active, independent, and able to solve problems.

Job Description

We are looking for developers who are familiar with at least some of the following:

- Focus on developing end-user applications for platforms like Windows, macos, iOS, Android, and Linux
- Knowledge of one or more application languages like C++, C#, Python, Android (Java/Kotlin), iOS/macos (Objective-C/Swift).
- Familiarity with IDE for the languages used
- Experience developing desktop and mobile applications
- Knowledge of RESTful APIs, RPC or other forms of data transmission between services
- Experience with using JSON or XML
- Familiarity with local databases (e.g. MySQL, MongoDB, CoreData-iOS)
- Basic knowledge of UI/UX design
- Working knowledge of web servers (e.g. Apache) or web API server coding (PHP, Python) would be a plus

Working side-by-side with the founders, you will help optimize and support the existing code base; design, implement, and test new features; port the code to other platforms, etc.

Singaporean/PR only.

About Opsis

Opsis is a leading provider of software solutions for facial expression analysis and emotion recognition. Using advanced image processing and computer vision algorithms, we analyze facial expressions and read emotions with high precision in real time from face images or video. Applications of Opsis' technology are manifold, ranging from audience measurement, targeted advertising, and customer satisfaction to training and education, human resources, security, and healthcare.

We are a startup company in the Emotion AI space that started out with technology resulting from our research at A*STAR. We are currently working with a number of blue-chip companies as partners/customers and are adapting our solution to various industry verticals.