The Multimedia group [1] of Telecom ParisTech maintains an Open Source multimedia platform called GPAC [2]. Well-known in the multimedia research community as well as in the open source video community at large, this platform offers the ability to experiment with many multimedia standards (from IETF, MPEG, W3C, 3GPP…) and features many tools:

- off-line media encoders and packagers, including the well-known MP4Box tool;
- streaming servers with capabilities for MPEG-2 TS, RTP, MPEG-DASH formats and protocols;
- multimedia players, running on all platforms (Win, Mac, Linux, Android, iOS).

The GPAC team is looking for a multimedia software engineer to enhance low level network protocol stacks and media stacks based on latest development in MPEG, W3C and IETF technologies. The tasks will include architectural design and implementation of the protocols, performance optimisation and feedback to standard organisation. The candidate will also support researchers and PhD students in their work, and will be involved with scientific publications of the results.

Pre-requisite: C/C++ development (language and toolchains), Networking, Android, Windows and Linux OSS
Optional additional knowledge: Video Streaming, iOS, JavaScript, Open-source project development.
Duration: 2 years position, renewable
Start Date : end of 2015 / early 2016
Place: TELECOM ParisTech, Paris 75013, France
Contact: Jean Le Feuvre, jean *dot* lefeuvre *at* telecom-paristech.fr

[1] http://www.tsi.telecom-paristech.fr/mm/
[2] GPAC : http://gpac.io