

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 and its javascript counterpart mp4box.js;
- streaming servers with capabilities for MPEG-2, RTP, MPEG-DASH formats and protocols;
- multimedia interactive players, running on all platforms (Win, Mac, Linux, Android, iOS), based on OpenGL, C and JavaScript.

The GPAC team is looking for talented and motivated multimedia software engineers to help improve GPAC's compatibility with HTML5 and other web standards, and further develop GPAC's JavaScript tools. The developer will also be in charge of prototyping interactive media applications for multimedia distribution and consumption, such as free viewpoint video or metadata streaming.

**Pre-requisite:** C/C++, Networking, HTML5, CSS, JavaScript

Optional additional knowledge: Video Streaming, Linux & Android platforms, Open-source project development

**Duration:** 2 years position, renewable

**Start Date :** end of 2015 / early 2016

**Place:** TELECOM ParisTech, Paris 75013, France

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[1] <http://www.tsi.telecom-paristech.fr/mm/>

[2] GPAC : <http://gpac.io>