



behaviors.ai



Behaviors.ai is looking for a **two highly motivated research engineers in artificial intelligence**

Behaviors.ai is a common laboratory funded by the French Research Agency (under n° ANR-16-LCV2-0003) and co-animated by the LIRIS Laboratory (Lyon University) and Hoomano, a social robots company based in Lyon. The aim of Behaviors.ai is to investigate how Artificial Intelligence (AI), and more specifically Developmental Artificial Intelligence can improve Human-Robot Interaction and make them more natural and more intuitive.

Hoomano develops software for social robots such as Nao and Pepper and enhance them with artificial intelligence. Robots powered by Hoomano are then used in retail, bank, insurances, hospitality, transportation, administrations, elderly care, education, events, entertainment, etc. The research department of Hoomano integrates various AI components to improve the quality of the interaction engine.

The **SMA** (Multi-Agent Systems) group of the LIRIS Laboratory works on AI, multi-agent systems, constructivist and developmental learning, and deep learning. The group is especially interested in the research questions of how an agent or a group of agents can incrementally build knowledge in unknown, dynamic and complex environments.

The **team** of about 10 persons is composed of several researchers (associate professors and professors) from the LIRIS Lab, and engineers from Hoomano. A PhD student and two interns also work full time on the project.

We're now looking for the great talents that will expand our team! Are you one of them?



The position

- **Type:** 2 years open research position as a research engineer, full time
- **Salary:** depending on experience
- **Start date:** as soon as possible
- **Application deadline:** 15 november 2017
- **Localisations:**
 - LIRIS Laboratory, 25 av. Pierre de Coubertin, 69100 Villeurbanne, France
 - Hoomano, 4 rue du Professeur Charles Appleton, 69007 Lyon, France

Your mission

In the labcom team you will be in charge of conducting the **developments** of the prototypes of the interaction engine. With the researchers involved in the project, you will participate in the selection of the technologies and models to use, their implementation, and their **evaluation**. With the product team of Hoomano, you will ensure that the **quality of code** is preserved in the research projects you'll be involved in. You will be involved in the active Social Robots Community of Lyon You will also participate in the exploration of the opportunities offered by new robots by developing new apps on them. Last, you will be involved in the **publication** work conducted during the project.

What we're looking for...

Technos

- Python
- Web standards (HTML, CSS, Javascript, Angular, REST)
- Comfortable with Linux

Would be good too...

- Previous experiences with social robots
- Unity 3D
- Android
- UX/UI general knowledge

On the AI side

- Developmental AI / robotics
- Cognitive sciences
- Machine learning
- Emotions and AI
- Semantic web
- ...

And also

- Great team spirit
- Creativity
- Communication skills

Want to join us? Contact us...

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<http://behaviors.ai>