



About us

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At DeePathology.ai, we are developing next generation tools for AI in Pathology, that unleash massive AI creation, and radically optimize accuracy and time utilization in pharma and diagnostics.

Our DeePathology STUDIO platform lets Pathologists create AI solutions by themselves, leveraging Active Learning, Interactive/Online Learning and more.

What will you do ?

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As a Machine Learning Engineer, you will work on our STUDIO platform and other large scale systems we are building for training and deployment of weakly supervised algorithms in digital pathology.

This role will be heavy in backend/deployment work on one hand, but will also involve research and development of cutting edge new algorithms.

What we look for ?

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- "Let's make this happen!" attitude
- Very good knowledge of Python.
- Good control of bash, unix, cmd.
- Experience with high-level languages(Java, C#, etc.), OOP, and design patterns.
- Basic knowledge in Computer Vision, Deep Learning and Machine Learning. You will also learn a lot on the job.

Preferred Skills:

- Msc in Computer Science, EE or similar.
- Proficiency in C#.
- Knowledge in Web Development

Interested ? ping me: chen@deepathology.ai.com