



## HyVibe is hiring an Audio DSP Engineer

### **About HyVibe**

HyVibe's mission is to turn the world into a speaker. We do this by using patented technology called Active Vibration Design (AVD). Our system utilizes a system of actuators, sensors, and a processor to excite an object and generate high quality sound, while actively controlling the vibrations to compensate for the object's physical properties. Our flagship product is the HyVibe Guitar System, a device used to turn the acoustic guitar into its own speaker and effect processor. Since its launch in 2019 won numerous awards, and established HyVibe as the leader in a new category of acoustic instruments

### **Job Description**

HyVibe is seeking to hire an audio DSP engineer for a 12-month mission to work on real-time music generation with AI. This engineer will establish state-of-the-art of audio analysis algorithms & libraries, then implement and optimize those algorithms on an STM32 microcontroller. The engineer will work closely with two famous institutions, IRCAM and EHESS, in the context of ANR MERCI.

### **Skills and experience**

- Proficiency in C programming
- Experience with STM32 or another microcontroller
- Strong knowledge in Digital Signal Processing
- Experience in Python programming
- Understanding challenges related to real-time applications and embedded architecture
- Interest in Machine Learning
- Interest in sound and music computing algorithms and systems
- Fluent in English

To apply, please send your CV and a brief cover letter to [jobs@hyvibe.audio](mailto:jobs@hyvibe.audio)

More HyVibe info: [www.hyvibeguitar.com](http://www.hyvibeguitar.com) & [www.hyvibe.audio](http://www.hyvibe.audio)