



Mission

Build and scale a self-service platform that enables teams to upload data, run automated data pipelines, and receive simulation-ready USD, MJCF, and SDF assets through web applications, APIs, and third-party integrations.

What You'll Do

- Extend and evolve infrastructure for data upload, ingestion, job orchestration, and asset storage/CDN delivery for large-scale 3D artifacts
 - Design and maintain clean REST, GraphQL, and Python SDK interfaces for customers and internal teams
 - Build and optimize CI/CD systems, observability tooling, and GPU scheduling infrastructure using containers and Kubernetes
 - Ensure large-scale 3D and ML workloads run reliably, efficiently, and cost-effectively across cloud infrastructure
 - Support plugin delivery and real-time streaming integrations into external simulation platforms
 - Help integrate the platform across multiple simulation engines and partner ecosystems
 - Improve platform scalability, reliability, and operational efficiency as customer usage grows
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Expected Outcomes (First 6–12 Months)

- Launch a stable public API and web console with authentication, billing, and production-grade reliability
- Achieve and maintain high API uptime and autoscaling GPU worker infrastructure
- Deliver external integrations with multiple simulation platforms and engines

- Establish scalable infrastructure capable of supporting enterprise-grade simulation and AI workloads
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What We're Looking For

Must Have

- Senior-level experience building and owning distributed, data-intensive platforms
- Experience with pipelines, queues, worker systems, object storage, databases, and large-scale backend infrastructure
- Strong experience with containers, Kubernetes, Terraform, and deployment on major cloud providers
- Experience deploying production ML models for inference and/or training workloads
- Strong Python skills plus experience with a modern web stack such as TypeScript/React or similar frameworks
- Familiarity with simulation platforms and experience integrating data or agent systems into simulation environments

Nice to Have

- Experience with 3D data pipelines and asset processing workflows
- Familiarity with Unreal Engine, Isaac Sim, MuJoCo, or similar simulation platforms
- Experience packaging plugins and integrations for simulation ecosystems
- Knowledge of GPU operations, infrastructure optimization, and cloud cost management

Leadership & Growth Potential

- Strong systems-thinking across APIs, infrastructure, and ML runtime environments
- Security, reliability, and compliance-oriented mindset
- Ability to help scale engineering teams, operational processes, and technical strategy over time