About the Company

We are building foundational infrastructure for physical AI by creating AI-powered pipelines that transform CAD models, images, text, and video into simulation-ready 3D environments for robotics training. The platform acts as an intelligent automation layer on top of simulation engines, dramatically accelerating and reducing the cost of simulation data generation.

Founded by engineers from companies including Tesla, Meta, and Nvidia, the team is operating at an early stage in a rapidly growing sector focused on robotics, simulation, and AI infrastructure. As the demand for physical AI systems grows, scalable simulation data has become a critical bottleneck — and that is the problem being solved.

The Vision

We are building an autonomous AI organization that operates alongside the human team — not just isolated tools, but a persistent ecosystem of AI agents capable of conducting research, handling operations, running experiments, and supporting every employee with dedicated AI collaboration.

This involves designing agent hierarchies, identifying the best models for specific tasks, enabling efficient context-sharing between systems, and optimizing cost-to-performance across both frontier and local models. The objective is to maximize intelligence and productivity across the organization while maintaining operational efficiency.

The environment is highly experimental, fast-moving, and focused on practical deployment of advanced AI systems.

What You'll Do

Agent Architecture & Organizational Design

- Design and deploy multi-agent systems with clear responsibilities, hierarchies, and communication patterns

- Build orchestrator agents that manage, monitor, and synthesize work from specialized agents
- Develop shared context systems that allow agents to collaborate effectively and avoid redundant work
- Create workflows that combine frontier reasoning models with local inference systems for scalable, cost-efficient outputs

Model Evaluation & Optimization

- Benchmark model performance across tasks such as reasoning, coding, summarization, and vision
- Build routing systems that automatically assign tasks to the appropriate model tier based on complexity and cost
- Monitor and optimize operational spend across AI workloads
- Continuously evaluate new model releases and integrate improvements into the stack

Research Automation

- Build agents capable of autonomously reviewing academic papers, GitHub repositories, and technical blogs related to AI, robotics, simulation, and 3D generation
- Create automated experimentation pipelines that compare approaches and surface promising results
- Develop systems for competitive and market intelligence tracking within the physical AI ecosystem

Admin & Operations Automation

- Automate repetitive internal workflows including email management, meeting preparation, documentation organization, and follow-up tasks
- Build agents to support recruiting workflows, investor research, and outbound preparation
- Create monitoring and reporting systems that keep leadership informed with minimal manual overhead

Team Productivity & AI Pairing

- Deploy coding assistants and engineering agents tailored to the company codebase
- Set up dedicated research and ideation agents customized for different technical domains and workflows
- Build review agents that identify bugs, suggest improvements, and maintain code quality standards
- Create documentation systems that keep technical documentation synchronized with the evolving codebase

Infrastructure & Pipeline Automation

- Manage GPU compute allocation across local and cloud infrastructure for AI workloads
- Build custom integrations, plugins, and workflow extensions for internal tooling
- Implement monitoring, logging, and cost-tracking systems for AI infrastructure
- Develop AI-driven pipelines for 3D asset processing including mesh repair, segmentation, texture generation, and articulation workflows
- Integrate AI systems with tools such as GitHub, Slack, Google Workspace, Notion, Dropbox, and internal APIs

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What We're Looking For

Must Have

- Strong Python and systems programming skills
- Experience working with LLM APIs and tooling, including prompt engineering, structured outputs, and function calling
- Comfortable with Linux systems administration, shell scripting, SSH, systemd, and cron
- Experience building and debugging complex automated workflows
- Strong independent problem-solving ability
- Strong written English communication skills

Strongly Preferred

- Experience with AI agent frameworks such as LangChain, CrewAI, AutoGen, OpenClaw, or similar systems
- Experience with 3D graphics, simulation environments, or robotics pipelines
- Familiarity with Docker, Tailscale, and cloud GPU infrastructure providers
- Experience running or fine-tuning open-source LLMs
- Contributions to open-source projects

Nice to Have

- Background in computer graphics, computational geometry, or CAD systems
- Experience with robotics simulators such as Nvidia Isaac Sim or MuJoCo
- Familiarity with Blender scripting via the Python API
- Experience with browser automation frameworks such as Playwright or Puppeteer

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What Makes This Role Unique

- You will be building systems that amplify the productivity of the entire organization
- Exposure to cutting-edge AI models and infrastructure as soon as they become available
- High ownership and autonomy within a small, technical team
- Opportunity to shape foundational AI infrastructure at an early-stage company with meaningful upside potential

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Compensation & Benefits

- Competitive salary adjusted for local market conditions
- Meaningful equity for early full-time employees
- Remote-first environment with flexible working hours
- Access to GPU compute infrastructure
- Direct collaboration with company leadership and technical founders