

## Engineer position: Bio-inspired toy robot with reinforcement learning

We are looking for an engineer with skills in reinforcement learning, programming, and/or robotics to contribute to the development of an educational toy robot embedded with learning capabilities.

The Computing and Data Science team at CNRS laboratory UNIC (Unit of Neuroscience, Information and Complexity) develops a bio-inspired robot for future neuroscience research, which will also be commercialized as an educative toy to teach children about artificial intelligence. The current prototype is the object of regular school classes' demonstrations.

The engineer will contribute principally to the artificial intelligence of the robot, using modern RL algorithms to improve its learning capabilities and handle a wider range of sensors (e.g. camera) and reward modes. In addition, and depending on its qualification, he will also contribute to hardware prototyping and hardware/software integration.

Applicants should hold a PhD or a Master degree in computer science or related fields, display advanced programming skills and be trained in machine learning (ideally in the RL field).

Salary: CNRS Research Engineer, gross salary from 2,471€ to 2,664€ per month according to experience.

The position is for one year. If the project is successful, the engineer will have an opportunity to participate to the creation of the "Naivia" startup by becoming an early employee or co-founder if appropriate.

Web page: <https://www.unic.cnrs-gif.fr/teams/Computing and Data Science>.

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