ABOUT ZOOM

For over decades, Zoom Communications Pvt. Ltd. has been at the forefront of the broadcast industry, playing a pivotal role in shaping the evolution of Outside Broadcast (OB) and live production across Asia. Through continuous innovation and investment in cutting-edge technology, Zoom has pioneered next-generation flyaway production systems, advanced OB facilities, and end-to-end broadcast solutions that consistently meet the highest international standards. Our engineering excellence is built upon extensive technical expertise, innovative system integration, and a deep understanding of client requirements. Every production is meticulously planned and executed with an unwavering commitment to reliability, operational efficiency, and technical excellence ensuring that every project consistently exceeds expectations.

Our distinguished portfolio includes some of the world's most prestigious sporting and global events, including the Olympic Games, Asian Games, Commonwealth Games, Pan American Games, ICC Cricket Events, FIFA tournaments, Indian Premier League (IPL), Women's Premier League (WPL), G20 Summit, Kumbh Mela, along with numerous international sporting championships, live entertainment productions, music festivals, reality television broadcasts, and large-scale government events. Zoom Communications delivers complete broadcast solutions through both Flyaway Production Systems and Outside Broadcast (OB) Trucks, supporting Native UHD (4K) and HD productions across both IP and SDI workflows. Our production capabilities include conventional on-site production as well as REMI (Remote Integration Model) workflows, providing flexible, scalable, and cost-effective broadcast solutions.

ZOOM COMMUNICATIONS WEBSITE

ROLE OVERVIEW

We are looking for a **Computer Vision Lead** to head the vision and multimodal AI charter behind our next generation sports AI products. This is a hands-on leadership role: you will own the technical direction of our real-time sports understanding stack, set the architecture and research agenda, and build and mentor a high performing team of Computer Vision and AI Engineers. You will be accountable for taking models from research to reliable, low-latency production systems experienced by millions of fans.

KEY RESPONSIBILITIES

TECHNICAL LEADERSHIP & TEAM BUILDING

- Own the technical vision, architecture, and roadmap for Computer Vision and multimodal AI across the product portfolio.
- Lead, mentor, and grow a team of Computer Vision and AI Engineers; drive hiring, onboarding, and capability development.
- Set engineering standards for experimentation, code quality, documentation, reproducibility, and model governance.
- Translate product goals into technical milestones, effort estimates, and delivery plans; own execution end to end.
- Make build-vs-buy and architecture trade-off decisions across model, infrastructure, and vendor choices.

AI PRODUCT DEVELOPMENT & LANGUAGE INTELLIGENCE

- Define the strategy for AI-powered language products that enhance sports content creation and fan engagement.
- Lead development of automated live commentary systems using Large Language Models (LLMs), multimodal AI, and speech technologies.
- Architect intelligent pipelines that fuse vision, audio, and contextual match data into real-time insights and narratives.
- Evaluate and adopt emerging AI architectures to keep product capabilities ahead of the market.

COMPUTER VISION & MODEL DEVELOPMENT

- Direct the design, training, and optimization of computer vision models for live sports analytics.
- Guide algorithm development for image and video understanding, including player, ball, and object tracking.
- Set architecture direction across CNNs, Vision Transformers (ViTs), YOLO, Faster R-CNN, Mask R CNN, and vision-language models.
- Oversee object detection, image classification, segmentation, pose estimation, OCR, facial recognition, and event detection workstreams.
- Establish data strategy: annotation pipelines, augmentation, dataset quality, and data engineering best practices.
- Define evaluation frameworks and benchmarks for accuracy, latency, and robustness; drive continuous improvement against them.

DEPLOYMENT, PERFORMANCE OPTIMIZATION & PRODUCTION ENGINEERING

- Own the deployment architecture for models across cloud, edge devices, and GPU-enabled environments.
- Architect scalable inference pipelines with high throughput and low latency for real-time applications.
- Drive deployment practices using Docker, ONNX, TensorRT, FastAPI, Kubernetes, and edge GPU platforms.
- Ensure robust integration into production systems through APIs, microservices, and modern software engineering practices.
- Establish monitoring, observability, and MLOps practices for production reliability and cost efficiency.

INNOVATION, COLLABORATION & RESEARCH

- Partner with Product, Design, Data Science, and Software Engineering leadership to shape the product roadmap.
- Lead applied research in Computer Vision, Multimodal AI, Generative AI, and Sports Analytics; identify what is worth productionizing.
- Represent the team in cross-functional and leadership forums; communicate technical trade-offs to non-technical stakeholders.
- Champion engineering excellence through architecture reviews, design reviews, and code reviews.

IDEAL CANDIDATE SHOULD HAVE

- 8–12 years of hands-on experience in Computer Vision, Machine Learning, or Applied AI, including 2+ years leading or mentoring engineering teams.
- B.E./B.Tech./M.Tech. in Computer Science, Artificial Intelligence, Electronics, Robotics, or a related discipline; PhD is a plus.
- Proven track record of shipping computer vision systems to production at scale, ideally in real-time or low-latency environments.
- Deep fundamentals in Machine Learning, Deep Learning, Computer Vision, NLP, and Multimodal AI.
- Expertise in Python with strong software engineering and system design skills
- Deep hands-on experience with PyTorch and/or TensorFlow.
- Strong command of transformer architectures and vision-language models
- Practical, production-grade experience across:

1. Object Detection
2. Pose Estimation
3. Player & Object Tracking
4. Image Classification
5. Image Segmentation
6. OCR
7. Automatic Speech Recognition (ASR)

- Experience with model optimization and deployment (ONNX, TensorRT, quantization, edge GPU) and MLOps tooling
- Ability to balance research ambition with delivery discipline, and to communicate clearly across technical and business audiences.

GOOD TO HAVE

- Experience in sports technology, broadcast, live streaming, or real-time video pipelines.

- Publications, patents, or open-source contributions in Computer Vision or Multimodal AI

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- Experience building and scaling an AI team from an early stage. Location – Gurgaon Work

  Model – Five-day, work from office

WHO SHOULD APPLY

This role is for hands-on technical leaders who want to build a team and a product at the same time. If you want your architecture decisions to be experienced by millions of sports fans in real time — and you want to work at the frontier of Computer Vision, Generative AI, and multimodal technologies while shaping the future of real time sports intelligence — we would like to meet you.

Share your profiles at career@zoomcom.tv