

 DOLBY®



Opportunities for Students at Dolby Germany

Dolby Laboratories, Inc.

What if there was absolutely nothing stopping you from inventing the next big thing? What would you do if you thought you could enhance the entertainment experience so that consumers were willing to wait hours in line, because they just had to have it? Now is your chance to explore the possibilities, tap in to your creativity, and make your ideas a reality.

Be part of the exciting future of entertainment and add your talents to those of an amazing team. For more than 40 years, Dolby has led the way in developing innovative entertainment products and technologies used by consumers and professionals worldwide. Innovations from Dolby can be heard in consumer audio and video products, entertainment software, and professional sound applications, including music recording, broadcasting, and sound for motion pictures.

“Being able to explore new technology and to develop new algorithms has been extremely exciting for me. After reading the project description, I was completely excited about the topic and it was very gratifying to see that the results actually pertained, in general, to the entire audio industry. It was great that Dolby also gave me the opportunity to present this work in London.”

(Danilo Hollosi, thesis worker from Ilmenau, April to September 2009, Thesis topic: “Expressive Musical Features and their Efficient Extraction from HE-AAC Compressed Domain”, results were also published and presented at the 128th AES convention in London “Complexity Scalable Perceptual Tempo Estimation From HE-AAC Encoded Music”)

Dolby Germany GmbH

Our office in Nuremberg used to belong to Coding Technologies, a Swedish based company acquired by Dolby in 2007. Coding Technologies invented the MPEG technologies SBR (Spectral Band Replication) and PS (Parametric Stereo) which today are widely deployed as HE AAC in mobile phones, digital radio and TV broadcasting systems. Technology and software developed in Nuremberg is powering thousands of cellphones, TVs, settop boxes, PCs and broadcast stations.

Our team of about 40 engineers covers all aspects of technology development: From Applied Research to end-user product testing; from software development to technical documentation; from core decoder components to complete system architectures; from embedded optimizations to contributing to technology and application standards.

Our engagement

Multimedia signal processing is an exciting area for an engineer and offers a broad range of activities. Through our engagement with students and universities, we are trying to spread the word about such technologies and to help students find or discover their passion in choosing a suitable professional career path. Of course, we are also interested in getting to know the new generation of engineers in order to support the growth of our company.

Our office has a very extensive track record of engaging with students and universities. We support and supervise about 5 students every year, typically staying with us for about 5-6 months. Many supervisors have worked in close proximity to universities (for example as employees of the Fraunhofer groups in Erlangen and Illmenau, specialized in developing multimedia technologies) and have a good understanding of the needs, requirements and amount of supervision required for such engagements. Some of our employees also teach courses at universities and present at alumni events.

We are offering opportunities for:

- **Internships** (both mandatory and voluntary internships) ¹
- **Thesis workers** (diploma thesis, bachelor, master thesis) ¹
- **Working students** (“Werkstudenten”) ²
- **Fulltime jobs**

“Working for a company in Germany has been an extremely valuable experience. I was supported in finding a place to stay, received adequate funding, and my colleagues made me feel comfortable right from the beginning. Nuremberg is really quite a nice city.”

(Mike Toon, intern from Scotland from June to December 2006, worked on “Investigating the Influence of Sound Processing on aacPlus Encoding”)

3GPP
Dolby Surround
Dolby Pulse **Dolby 3D**
HE AAC **Audio**
Dolby Digital Plus
Dolby Media Generator
DVD **MPEG-4**

“The mentoring, the collegiality, and the day-to-day work are exceptionally pleasant. I feel that the team is always interested in the students’ assignments and their progress. I am looking forward to staying in touch with “the guys” for the years to come.”

(Stanislaw Gorlow, engaged with Dolby in 2005 as intern, 2006 as thesis worker, and in 2007 as employee between bachelor and master studies.)

¹ Assignments typically last for at least 5 months and are financially supported by us. Interns and thesis workers from out of town / out of the country are welcomed.

² Working students typically come from the Nuremberg region only.

Examples of recent thesis topics:

- Efficient MPEG Surround and aacPlus multichannel reproduction on stereo headphones
- Algorithmic optimization of the Huffman Codeword Recording (HCR) subcomponent of a DRM decoder
- Expressive Musical Features and its Efficient Extraction from HE AAC Compressed Domain

Examples of recent internship topics:

- Creation of a software tool to add and modify audio meta data in Dolby Pulse bitstreams
- Porting of an Embedded HE AAC Decoder to a Floating Point capable DSP
- Development of a set of HE AAC bitstream analysis tools

“It is very motivating to work on an assignment which is actually of interest and importance to the company. Being asked by fellow engineers about the status and timelines shows that this is not just regular “student work” - it is a real world project.”

(Rolf Meissner, intern from March through September 2010, working on “Porting of an Embedded HE AAC Decoder to a Floating Point capable DSP”)



Dolby Germany GmbH

Deuschherrnstr. 15-19 90429 Nürnberg T 49-941-928910 F 49-941-9289199
Contact: ina.cordes@dolby.com

careers.dolby.com

Dolby and the double-D symbol are registered trademarks of Dolby Laboratories.
All other trademarks remain the property of their respective owners.
© 2010 Dolby Laboratories, Inc. All rights reserved. N10/22395