Internship – Computer Vision (M/W/X)
Performance Department of the Royal Belgian Football Association

Overview:

We are seeking a motivated student to work on an ongoing computer vision project that involves generating tracking data from video footage of teams within the federation (youth, women's, men's, all levels). The student will join an existing team that has been working on the project and contribute to solving specific challenges like re-identification, post-processing of data, event detection from video footage, etc.

Types of skills/experience to have:

- Experience implementing or working with open-source computer vision models/frameworks – such as YOLO, OpenCV, deepsort, etc. (in a sports context is a big bonus)
- Familiarity with re-ID frameworks is a big plus (such ate bytetrack, fairMOT, norfair, etc.)
- Knowledge of other machine learning frameworks or general data manipulation will be of added value in determining ways to post-process the tracking data that is generated
- Good understanding of best coding practices for repeatable and re-useable Python code
- **Your language skills:** you feel comfortable working in English

Internship requirements

- Minimum 3-month commitment for internship;
- Ability to come to Tubize in-person at least once per week.

WHAT WE OFFER YOU

- You will work directly and receive mentorship from data scientists, analysts, and performance staff within the federation
- All work may be co-published on our 'Knowledge Centre'

Send us your application:

- Please submit a CV and a brief (1-2 paragraphs) summary of your motivation to join this project. Materials can be sent in PDF to max.goldsmith@rbfa.be with subject line 'Computer Vision – Intern'