

Conservation Tech startup seeks

Underwater Video Annotator (2mo. contract)

for exciting underwater computer vision software for sustainable oceans

Quick Summary

- Full or part-time to fit around your existing commitments.
- Duration: 15th April 2024 7th June 2024 (2 month contract)
- Location: in-person in London OR remote with two in-person visits to London.
- Must have right to work in the UK. We cannot sponsor visas at this time.
- Salary: £21,000 annual, pro rata.
- We are open to working with contractors/freelancers, but due to the nature of our funding, this role must be hired for as a member of our staff for the 2 month duration of the contract.
- To apply: send CV, cover letter and work examples to <u>enquiries@sntech.co.uk</u> with subject '[SEAFRAME] Underwater Video Annotator (2 month contract) Application'.

Overview: Full- or part- time Underwater Video Annotator at SafetyNet Technologies

We are looking for a smart and dedicated oceans- or fisheries- related student or researcher to join our team for a short project. You want to put your passion for oceans, marine biology and fisheries to create impactful products for humans and the ocean environment. You want to work at an award-winning conservation technology company that is making a difference in the oceans and you want to work with similarly generous and diverse people that put engineering, design, science, business and innovation together to solve intractable conservation challenges.

About Us

SafetyNet Technologies (SNTech) takes a user-centred design approach to building smart solutions to overfishing and ocean conservation, backed by sound business models that help make the commercial fishing industry smarter and less wasteful. Based in Somerset House, we are a team of 10 designers, engineers, scientists and business specialists who have built strong links with the international commercial fishing industry, scientific community and regulatory bodies. There are solutions to the global overfishing problem and we aim to accelerate their discovery to enable maximum positive impact.

Why are we looking for you?

We've created an underwater camera that can make a real difference to sustainable fishing and biodiversity monitoring. Camera footage is viewed by fishing crews and scientists to improve their sustainability outcomes and track species behaviour. We are developing machine learning approaches to automatically analysing this video footage. Developing machine learning algorithms requires having meticulously prepared video data, labelled with meaningful metadata (eg. marine species occurrences, other fishing gear events).

We need you review our library of underwater video footage, and label this footage with species occurrences and other significant fishing events (eg. ground impact, high turbidity) using specialist video review software. You'll be familiar with marine species, and be able to spot them in footage. We're not going to lie: this is a detail-oriented job, with hundreds of hours of video to review, with a keen attention to detail required throughout. It is an ideal job to support a student or graduate who is studying an oceans-related subject, and is looking to support their income. The results of your video labelling work will feed into our software development process, and forms the foundation of a reliable fish-detection algorithm. We hope you will find it interesting and rewarding to review our underwater video library – there are certainly exciting moments.

Responsibilities:

- Reviewing of video footage, annotating and labelling video footage with events.
- Providing feedback to rest of team on progress, challenges encountered.

Skills:

Technical skills:

- Close familiarity with fish species. This can be through your studies and research, or through your life and work close to the ocean and fisheries.
- Proficiency with a variety of computer software, including spreadsheets, word processors, and web browsers. No programming or coding experience is required.
- You are comfortable using computers for long periods whilst protecting your posture and eyes. We will provide you with ergonomic equipment and health & safety training to protect your health whilst performing this work.

Collaborative skills:

- Demonstrable skill in communicating effectively you are able to talk about the
 opportunities and challenges of your work, whilst recognising the concerns and
 priorities of others in the team (in business, engineering, etc.)
- Written skills to document your work, and verbal skills to engage with external parties.

Location

You will be working either remotely or from our physical studio in Somerset House, London, UK, where you'll find our workspace, engineering workshops, and kitchen. You are welcome to apply to this role as a fully remote applicant, with the expectation to visit the studio once every month for check-in meetings.

Extras

- Make a BIG social/environmental impact using your skills in an exciting startup
- 2 days holiday plus bank holidays.
- Flexible working options (both location and times of day)
- Sustainable holiday travel incentives
- Mental health first aiders across the company
- We are currently trialling a 4.5 day working week (ie. everyone has Friday afternoon off work except for emergencies) without loss of pay.

To Apply

To apply: send CV, cover letter and work examples to enquiries@sntech.co.uk with subject '[SEAFRAME] Oceans MSc Student (2 month contract) Application'.

Equal opportunities

SafetyNet Technologies Ltd. (SNTech) is an equal opportunities employer, we recruit regardless of race, religion, gender, gender identity, sexual orientation, age or disability status and look to employ from a wide range of backgrounds and experiences.

Studies show that women do not apply for roles unless they meet 100% of the requirements, whereas men apply when they meet at least 60% of the requirements. So regardless of how you identify, please apply if this is a role that would make you excited to come in or log into work every day.

To help us reduce bias, please do not include a photo in your CV or application.



