



JOB DESCRIPTION

The **FIVB** is the governing body responsible for all forms of Volleyball on a global level. Based in Switzerland, the FIVB oversees the global development, regulation, and promotion of the sport, working closely with continental confederations, national federations, athletes, and stakeholders to deliver international competitions and grow the game at all levels.

Job Title	Computer Vision & Machine Learning - Intern
Department	FIVB Technology & Innovation
Reporting line	Head of Technology & Innovation
Contract type	Internship – fixed term, 6 months
Activity level	100%
Location	FIVB Headquarters, Lausanne, Switzerland (hybrid)
Start date	Q4 2026 – as soon as possible
About the role	The FIVB is building the next generation of technology to capture, understand and enrich what happens on a volleyball court. Computer vision sits at the centre of that ambition: using video to automatically recognise what is happening in a match – serves, receptions, sets, attacks, blocks, digs, ball trajectories and player movement – and turning it into reliable, structured data. As a Computer Vision & Machine Learning Intern you will work hands-on within the FIVB Technology & Innovation team on the computer vision workstream, where the objective is automated event detection and statistics generation from match video. You will help prepare data, train and evaluate models, build the pipelines around them, and measure how well they perform against real match data. This is a hands-on role for someone who likes to build, test, measure and improve. Your experiments and your code will directly shape how the FIVB captures and understands the sport.
Key Responsibilities	Computer Vision & Model Development • Prepare, annotate and manage video and image datasets from FIVB competitions. • Train, fine-tune and evaluate models for object detection, multi-object tracking and action / event recognition. • Implement and test inference pipelines that turn raw match video into structured event and statistics data. • Contribute to improving accuracy, latency and robustness across different venues, camera positions and lighting conditions. Evaluation & Data Quality • Define and run evaluation protocols; compare model output against official match statistics to quantify accuracy. • Build simple tools and visualisations that make model behaviour, edge cases and errors easy to inspect. • Document experiments, results and limitations so that findings are reusable by the team. Experimentation & Innovation • Research and benchmark open-source models, commercial solutions and academic approaches in sports video understanding. • Prototype quickly, test ideas on real data, and present clear recommendations on what is worth pursuing. Collaboration • Work alongside the Technology & Innovation team, sport and competition colleagues, and external technology providers. • Support data capture, testing at selected FIVB events where relevant.

Experience and Education	• Currently studying towards, or recently graduated with, a Bachelor's or Master's degree in Computer Science, Data Science, Engineering, Applied Mathematics or a related field. • Coursework, projects or serious self-study in computer vision, machine learning or deep learning. • Candidates completing an internship as part of their studies are welcome; a university internship agreement can be accommodated. • Any previous internship, research assistantship or project hackathons, involving video, images or sensor data is an asset. • Experience with sports data or an interest in sports analytics is a plus, but not a requirement.
Skills and Competencies	• Python experience, with practical familiarity with PyTorch or TensorFlow. • Familiarity with computer vision tooling - for example OpenCV, YOLO-family detectors, tracking frameworks and annotation tools. • Comfortable handling video data, and a sound grasp of core ML concepts: training and validation splits, overfitting, and evaluation metrics such as precision, recall, mAP and IoU. • Familiarity with Git and collaborative development • Strong curiosity and a bias towards experimentation - willing to try things, measure them honestly, and iterate. • Analytical, structured and self-starting, comfortable with ambiguity in a small team where priorities move quickly. • Fluency in English; French is an asset.
What we offer	• A six-month internship at the international governing body of volleyball, at the centre of the sport's technology agenda. • Ownership of real work on real data with real deadlines - not shadowing. • Direct exposure to FIVB competitions and to the technology partners who deliver them. • Mentoring from the Technology & Innovation team and a broad view of how sport, media and technology come together. • A gross monthly salary of CHF 2,000.–

Interested candidates are invited to submit their CV and a short application letter - including links to any projects, code or work they are proud of - to technology.innovation@fivb.com by 30 September 2026.

Please note that only shortlisted candidates will be contacted.