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SOFTWARE ENGINEERING INTERN

SUMMER 2025, ON-SITE, CINCINNATI, OHIO

JOB RESPONSIBILITIES

1. *3D Web Development:*
 - Assist in the development of interactive 3D applications using Babylon.js.
 - Create and optimize 3D scenes and animations for web-based platforms.
 - Collaborate with the team to integrate 3D assets and implement user interaction features in a seamless, immersive experience.
2. *Frontend Development with ReactJS:*
 - Design and implement user interfaces (UI) for web applications using ReactJS.
 - Work with reusable components, hooks, and state management (e.g., Redux) to create dynamic web experiences.
 - Ensure cross-browser compatibility and responsive UI for a smooth user experience across different devices.
3. *Unreal Engine Development:*
 - Collaborate on the development of virtual environments and interactive experiences within Unreal Engine.
 - Assist in building game mechanics, logic, and features to enhance user engagement.
 - Work on optimizing performance for real-time rendering and virtual experiences in Unreal Engine.
4. *Testing and Debugging:*
 - Conduct unit and integration testing for ReactJS components and Babylon.js features.
 - Troubleshoot and debug application issues, ensuring a smooth and bug-free experience for users.
 - Optimize performance of 3D scenes and web applications to improve load times and interactivity.
5. *Documentation and Reporting:*
 - Maintain clear documentation of code, development processes, and technical designs.
 - Assist in the preparation of technical reports or presentations to communicate progress, challenges, and results.
6. *Compliance and Best Practices:*
 - Follow coding best practices and adhere to project timelines.
 - Ensure code quality through proper version control practices (e.g., Git).

QUALIFICATIONS

- Currently enrolled in a bachelor's or master's degree program in Computer Science, Software Engineering, or a related field.
- Basic understanding of JavaScript, TypeScript, and modern web development frameworks.
- Familiarity with ReactJS and state management tools (e.g., Redux, Context API).
- Knowledge of 3D rendering principles and experience working with Babylon.js or similar libraries (e.g., Three.js).
- Familiarity with Unreal Engine and basic game development principles is a plus.
- Strong problem-solving skills and a passion for coding and technology.
- Excellent attention to detail and the ability to write clean, maintainable code.
- Effective communication skills and the ability to work collaboratively in a team environment.
- Prior experience with version control (e.g., Git) and agile development processes is a plus but not required.

HANDS-ON EXPERIENCE WITH STATE-OF-THE-ART ADDITIVE MANUFACTURING TECHNOLOGY.

EXPOSURE TO MECHANICAL TESTING METHODOLOGIES AND INSTRUMENTATION.

MENTORSHIP FROM EXPERIENCED ENGINEERS AND PROFESSIONALS IN THE FIELD.

NETWORKING OPPORTUNITIES WITHIN THE INDUSTRY AND POTENTIAL FOR CAREER ADVANCEMENT.