Pocket NC Software Engineering Intern

Overview
Pocket NC manufactures, assembles and calibrates desktop 5-axis CNC milling machines. Software responsibilities include calibration routines, control software, user interfaces and more. Software Engineering Intern will assist the Principal Software Engineer in software tasks related to, but not limited to, user interfaces, web servers, simulator, calibration, and/or website. Ideal candidates should have a strong interest in one or more of the following areas of development: 3D graphics, robotics, embedded systems, and/or web development.

Requirements

- Third or fourth year student in Computer Engineering or Computer Science
- Combination of education and experience may be considered
- Proficiency in one or more of the following languages: JavaScript, Python, C++
- Working knowledge of HTML and CSS
- Familiarity with development environments and tools in Linux
- Experience with any of the following a plus: Arduino, Raspberry Pi, Beaglebone, Javascript, WebGL, React, Bash, Linux, Python, C/C++, Git
- Experience with linear algebra a plus.

Responsibilities

- Write/test/document code to implement new features or bug fixes.
- Complete software tasks assigned through JIRA.
- Document your work in code comments, JIRA and Confluence.
- Version your work with Git.

Duration

Summer 2019

To Apply
Send resume and cover letter to info@pocketnc.com.