

Software Engineering Intern/Co-op

Location: Montreal, QC

Position:

Requirement:

IC2013-12

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Description

An energetic and innovative organization, Immersion Corporation brings human touch to the user experience through touch feedback – known as haptics – that allow people to experience rich tactile sensations when using digital devices. Our technology has broad consumer appeal and is licensed to product manufacturers and application developers in the mobile, gaming, automotive, consumer electronics, industrial and medical markets. Immersion partners and licensees include industry leaders like Samsung, Microsoft, Sony, LG Electronics, Toshiba, Logitech, and Daesung.

Are you a creative thinker, eager to implement your ideas and build on the ideas of others? Do you want to gain experience on a wide variety of platforms? Do you enjoy learning continuously as you work? Are you looking for a challenging role that may evolve into a career?

If you answered yes to these questions then you will be interested in joining our team.

Immersion, the leader in haptic touch feedback, is seeking a talented and creative software engineering intern/co-op to contribute to our products. You will have opportunities to work at all layers of software on Mobile platforms such as Android, as well as develop demos and tools for Microsoft Windows.

The successful candidate will thrive in an organization whose values focus on the customer, innovation, integrity, amazing people, and collaboration.

Essential Duties and Responsibilities (other duties may be assigned as business needs require):

You will report to a local Software Manager and are expected to be a proficient programmer versed in C/C++ and Java. An interest in Android applications and system internals is essential.

You will face these typical haptic programming tasks, as well as several others not listed here:

- Develop Android applications and demonstrations
- Support 3rd-party developers adding haptics to their games and applications
- Port existing software to new platforms
- Develop and maintain Windows-based applications and tools for designing haptic effects
- Implement demonstrations and rapid prototypes
- Assist with build automation

Skills/Requirements:

- 2+ years experience in C/C++ development or equivalent coursework
- 1+ years experience in Java development or equivalent coursework
- Working towards a bachelor's degree in computer science, computer engineering, or other scientific field

- Familiarity with the Windows environment (programming in Visual Studio)
- Familiarity with the Microsoft Office suite for documentation and communication

Pluses:

- Mobile development experience, such as Android, Linux, Windows CE/Windows Phone
- User Interface design
- Any experience in the field of haptics/force feedback

Immersion - An Equal Opportunity Employer

Immersion's policy is to comply with all applicable laws and to provide equal employment opportunity for all applicants and employees without regard to non-job-related factors such as race, color, religion, sex, national origin, ancestry, age, disability, veteran status, marital status or sexual orientation. This policy applies to all areas of employment, including recruitment, hiring, training, promotion, compensation, benefits, transfer, and social and recreational programs.

Online application:

http://ch.tbe.taleo.net/CH03/ats/careers/apply.jsp;jsessionid=842411D971EDE2480F783482DC8F4031.NA10_primary_jvm?org=TRA&cws=1&rid=458