

Job Description



INTEL Internship Engineering- 703767

Description

Working alongside some of Intel's most experienced graphics specialists you will be coding in C/C++ digging in to hardware efficiency, gaming application behaviour, driver dynamics and all of the parts of the modern PC software stack.

Our focus is on PC gaming, so ideally you'll be experienced in OpenGL or DirectX and will understand real-time graphics algorithms. This is a great chance to work in the graphics and video games industry.

You'll be reporting to the technical lead, analyzing current and future workloads and making recommendations for changes to the hardware and software system of future PCs.

Qualifications

Minimum skills and experience:

The suitable candidate should be pursuing a Master's in computer science, mathematics as related to real-time graphics, or some other relevant discipline.

- Candidate must have 2+ years work or educational experience in the following areas:
- Experience in graphics coding or real-time graphics.

Coding will be primarily in C and C++, one or both of these languages.

Preferred skills and experience:

- If you're a keen video gamer and have a passion for improving the gaming industry that would most certainly help too!
- Python, Perl, LUA experience is also very welcome.

Job Category

: Engineering

Primary Location

: Canada-Canada, Victoria

Full/Part Time

: Full Time

Job Type

: Student/Intern

Regular/Temporary

: Temporary

Posting Date

: Dec 12, 2013

Apply Before

: Ongoing

Business Group The Intel Software and Services Group (SSG) connects Intel to the worldwide software community. SSG strives to bring competitive advantage to Intel platforms by helping independent software vendors, operating system developers, OEMs, channel members and systems integrators deliver exceptional customer value and achieve differentiation on Intel® processor technologies. SSG provides global leadership to the software community through its technical expertise, industry enabling activities, and developer products and programs. We work with the world's finest games developers to ensure that PC gaming carries on in a vibrant and healthy ecosystem. The successful candidate will have a chance to influence PC gaming for years to come.

Posting Statement: Intel does not discriminate based on race, color, religion, gender, national origin, age, disability, protected veteran status or any other characteristic protected by local law, regulation, or ordinance. More info at WWW.INTEL.COM/JOBS.

ONLINE APPLICATION :

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