

Software Engineering Intern



WIDE IO LTD - London

At Wide IO, we think that scientific coding should be: simple, scalable and playful. In 2013, we will be working at creating tools that help scientists and engineers to focus on their work.

As a software engineering intern, we want you to be fully part of our project:
Create an amazing simple and scalable scientific software environment

You will contribute to help us to develop some key parts of the software by writing tests and user interface module.

Depending on your skills and your vision, you may work also on cloud services, GPU coding, optimization algorithms, or other domains related to our software. Our software development will be SCRUM-based.

The internship will be paid and may lead to a permanent position.

We are flexible on many points contact us to know more. The reviewing of your application will occur at some time during the month January 2013.

Required Skills

- Good knowledge on preferably two of these environments: Mac/PC/Unix
- Amazing coding proficiency in at least one among : C++, C# and Python
- Good knowledge on how to create a user interface (one way or the other)

Extra points for

- Some experience of cloud computing;
- Some experience of GPU computing;
- Some knowledge of numpy, scipy, matlab, R or another scientific environment,
- If you have some interest for data science, computer vision, video analysis, machine learning, optimization algorithms, deep learning;
- If you have contributed in some way to the opensource community;
- If you plan to do later a PhD on one of these topics.
- If you have already used SVN / GIT
- If you have already worked with a continuous integration server
- Any experience of mobile developments, interactivity & Unity 3D

More info at :

<http://www.wide.io/>