Research Intern
Number of Positions: 1
Hiring Manager: Fraser Anderson
Co-op term: Summer 2016
Start date: May 9, 2016
End date: August 19th, 2016
Location: Toronto, 210 King Street E.

TO APPLY: Contact joey.caruso@autodesk.com with your resume, cover letter & unofficial transcript

About Autodesk

Autodesk, Inc., is a leader in 3D design, engineering and entertainment software. Customers across the manufacturing, architecture, building, construction, and media and entertainment industries - including the last 16 Academy Award winners for Best Visual Effects - use Autodesk software to design, visualize, and simulate their ideas before they're ever built or created. From blockbuster visual effects and buildings that create their own energy to electric cars and the batteries that power them, the work of our 3D software customers is everywhere you look.

Through our apps for iPhone, iPad, iPod, and Android, we're also making design technology accessible to professional designers as well as amateur designers, homeowners, students, and casual creators. Whether it's a kid looking to build a new contraption, a seasoned pro sketching out a great new idea, or someone who just wants to ramp up their creative output, we're taking technology originally built for movie studios, automakers, and architectural firms, and making it available to anyone who wants to create and share their ideas with the world.

Since its introduction of AutoCAD software in 1982, Autodesk continues to develop the broadest portfolio of state-of-the-art 3D software for global markets.

About Autodesk Research

Autodesk Research is a team of expert scientists exploring and creating technologies to help improve design and its role in society through high-level projects and collaboration with leading research universities worldwide. We are looking for an inquisitive co-op to work on development projects.

http://www.autodeskresearch.com/

This is a unique opportunity to work in the very high-end software industry with the Research group in Toronto. The position is with the User Interface research group, a team responsible for developing and studying new user interaction concepts and ideas.

Past projects that students have contributed to include a 3D UI navigation library; prototyping with 3D mice, touch input, styluses and stereographic displays; a web-based learning tool which allows users to explore graphical document workflow histories through captured video and command usage metadata; a sketch-based interface for adding animation effects to drawings.
Project Overview:

You will be responsible for designing, prototyping and building a device that allows elderly or disabled people to interact with an iPhone to play music and navigate through playlists. It’s been shown that music, especially music from earlier in the patients’ lives can improve their quality of life, but many of these people are unable to interact with today’s devices. While there are potential avenues for research, the primary purpose of this internship would be to develop a robust, working prototype. We would also likely work with practicing therapists to understand the needs and capabilities of the end user. The prototype would likely consist of some easy-to-use physical/tangible inputs (buttons, dials, etc) that would relay data to a custom app for iOS or Android.

Co-op Responsibilities Include:

- Work as part of a team of researchers, software developers, product designers and QA specialists.
- Participate in the iterative design process by quickly implementing prototypes.
- Design and code production-quality applications and reusable software components.
- Contribute to technical documentation.

What we are looking for in a co-op...

- Object-oriented programming experience with one or more of C++, Objective-C, JavaScript, Python.
- Programming experience with desktop, mobile and/or web application frameworks.
- Experience or interest in learning basic electronic hardware and circuitry.
- Ability to learn quickly and to adapt to frequent change.
- Ability to communicate effectively and work cooperatively.
- Self-motivated.

Desirable Skills:

- Knowledge of user interface design.
- Knowledge of fabrication, 3D modeling, 3D printing.
- Agile software development.
- Knowledge of Autodesk products.

What Autodesk offers...
Competitive salary for co-op students
Cool technology & people to work with
Open space concept in our offices
Flexible working hours
Free Wi-Fi access in our office, full coffee and tea bar
Access to tutorials and training

The office is located downtown in the St. Lawrence Market area, easily reached by TTC, and walking distance from Union Station for GO Transit. There is also a secure bike room.

We'd like to thank all applicants for their interest. Only selected students will be contacted for an interview.
http://www.autodesk.com/

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