MECHANICAL ENGINEERING INTERN

Posting ID: IN196224EA
Company Website: https://www.speckproducts.com/
Company: Speck Products
Work Location: San Mateo, CA
Position Type: Full-Time
Salary: DOE
College Major(s): Mechanical Engineering (ME)
College Level(s): Graduate Student

OVERVIEW

Speck is obsessed with designing cases that are just as smart and indispensable as the gadgets they protect. We are captivated by technology, fanatical about our gadgets, and consumed with making products people love. Our focus on what people care about inspires us to craft cases that are a perfect fit. We make cases that don’t just protect our favorite devices – they also enhance them, with clever details that spark delight in our customers.

Roles and Responsibilities
Speck’s Mechanical Engineering Intern will work alongside our product development and design team to support new product development, sustaining, and innovation projects. An internship at Speck will give you practical experience in the consumer electronics protection industry where you will get exposure to our new product development life cycle, design for manufacturing techniques, industrial design practices, mechanical design tools, and building supplier relationships. You’ll also be helping to launch some really cool new products.

This is a great opportunity for someone who loves being REALLY busy, rolling up their sleeves, and immersing themselves in a variety of tasks.
This is a full-time (40 hours/wk) paid internship opportunity! This will be approximately 3-6 months starting in the Fall.

Education and Qualifications
You are a recent graduate with a Bachelor in Mechanical Engineering.
You have had some awesome internship experiences!
You love tinkering and fixing things.
Passionate about the Consumer Electronic industry. You might be a gadget geek.
Passionate about product development and creating a great user experience
Experience with 2D drawings, design of experiments, and programming are a bonus, but not required.
You may have some experience with 3D CAD (Creo/ProE, Solidworks) and building prototypes.
Preferred Skills

How to Apply