Intel Internships for UNLV/Black Fire Hospitality Innovation

Intel is looking for undergraduate candidates to support our hospitality innovation efforts at UNLV’s Black Fire Innovation Center in Las Vegas. As part of the internship, students will be provided relocation assistance for a Summer 2020 full-time internship at Intel’s IOTG group headquarters in Chandler Arizona (Summer 2020, 40/hours per week). Upon successful completion of the summer internship, there is the opportunity to continue a part-time internship at UNLV’s Black Fire Innovation facility 8400 W. Sunset Blvd, Las Vegas, Fall 2020.

Specific focus areas for Intel IOTG’s Hospitality/Black Fire Internships include:

- Development and System Integration of kiosk, hospitality robotics, payment, signage, computer vision, retail analytics, food & beverage, and Cloud/Edge technologies.

- Development and integration of innovative User Interface and Guest Interactivity solutions utilizing Intuiface Composer, Unity3D, Intel OpenVino, Intel RealSense, and 3rd party sensing technologies.

- Business modeling, market assessment and go to market strategy development for hospitality solutions.

Roles and Responsibilities
Responsibilities may be quite diverse of a nonexempt technical nature. U.S. experience and education requirements will vary significantly depending on the unique needs of the job. Job assignments are usually for the summer or for short periods during breaks from school.

This requisition is for sourcing for the IOTG Intern Program in 2019-2020. Specific project details and manager assignment will be communicated prior to the start of the internship. Offers must be accepted or declined by Dec 20th 2019 or Mar 20th 2020.
Responsibilities may include, but are not limited to:

Candidate will creatively apply the technical know-how (engineering fundamentals, scientific knowledge, systems thinking, analytical thinking, prototyping, and testing knowledge) against design constraints and boundary conditions (industrial design, cost, performance criteria and other design constraints) to research, develop and productive mass producible solutions.

The ideal candidate should exhibit the following behavioral traits:
Self-motivated individual willing to take and follow directions and deliver to schedule
Strong quantitative, analytical, and problem solving skills
Strong interpersonal skills, especially active listening skills
Effective prioritization and time management skills
Excellent verbal and written communication skills
Good documentation skills
Willing to motivate the team to deliver skills
Passion in learning new things and driving for engineering excellence and innovations
Work well in a diverse team environment and with others in cross-site organizations
Customer communications skills as internal/external customer interaction is a critical requirement of this job role
Drive the initiative to make things happen proactively
Collaborate with other members of staff, external stakeholders, other Architecture/research teams and execute new and exciting technologies in the products we deliver and required characteristics

Education and Qualifications
Candidate must possess minimum qualifications to be initially considered for this position. Preferred qualifications are in addition to the minimum requirements and are considered a plus factor in identifying top candidates. Experience listed below would be obtained through a combination of your school work/classes/research and/or relevant previous job and/or internship experiences. This is an entry level position and will be compensated accordingly.

Minimum Qualifications:

Candidate must be enrolled in a BS program in Computer Science, Computer Engineering or other related engineering program. This U.S. position is open to U.S. Workers Only. A U.S. Worker is someone who is either a U.S. Citizen, U.S. National, U.S. Lawful Permanent Resident, or a person granted Refugee or Asylum status by the U.S. Government. Intel will not sponsor a foreign national for this position.

Minimum 3+ months of experience or equivalent coursework in the following areas:

Software Validation Testing
Programming skills in one or more languages like C*, C++*, C*, Perl*, Python*, SQL* etc.
Knowledge of Linux/Android operating systems- Intel architecture, BIOS and device drivers Algorithms, Data-structures, Operating Systems internals, Computer System Organization Machine Learning, Digital Signal Processing Software focused (ie: C++ and Real Time Computing)
Embedded SW
Computer architecture (CPU cache hierarchy and pipeline

Marian Mason | Internship & Career Services Coordinator | coecareer@unlv.edu | https://unlv.edu/engineering/jobs
UNLV, Howard R. Hughes College of Engineering
Memory addressing schemes, bank and rank mapping, and PCI system architecture, Programming (C programming, inline assembly, scripting), and operating system (Linux)
Knowledge in Bash and Shell scripting is a plus
Knowledge in web design is a plus
Knowledge in Matlab, PHP and Java is a plus
Good knowledge of computer architecture, operating systems, computer vision etc
Strong knowledge of Intel architecture, BIOS and device drivers will be an advantage
Schematic capture and circuit simulation experience using HSPICE or similar language (VHDL, Verilog, Matlab).
General software stack and programming model and computing architecture
Linux OS architecture at the kernel, driver in relation to code implementation for Intel SoC IA.
Experienced with Shell Scripts, Python Scripting
PC Architecture, especially Embedded system & IOT
Desktop OSES & drivers. Including Windows, Linux, Android
Protocol stack: TCP/IP, MQTT, HTTP etc.
Familiarity with cloud services such as Azure IOT or AWS IOT
Working knowledge of Agile / Scrum, web programming and database management
Expertise in x86 Assembly, C and/or C++ programming in a Linux environment (GCC, GDB/KDB, etc.)
Working knowledge of various scripting languages: Perl*, Python*, Bash Shell* and Make
Working knowledge (debug and development experience) of standard PC system architecture, Operating Systems and Driver internals is required
Read hardware schematics to determine basic component information, addressing, etc.
Experience in developing and understanding the intricacies of large scale software development
Explain clearly and diagram complex technical concepts
Configuration management and baselines
Proficient with Word and Excel

How to Apply
Candidates should apply through Intel’s IOTG Internship Program Requisitions posted at jobs.intel.com and listed below. Applying for these internships will enter candidates into consideration for Intel IOTG internship opportunities as well as the Black Fire internships.

2-Step Application Process:

1. Provide a copy of your resume and specific areas of interest to Liz Lewis liz.lewis@unlv.edu

2. Apply online at the link provided.

JR0119882 - IOTG Intern – Undergraduate Software

- https://jobs.intel.com/ShowJob/Id/2244984/IOTG-Intern-Undergraduate-Software/