

Software Engineering Intern

Undergraduate or early MS. Need to be able to commit to at least 20 hr/week. Local to the SF Bay Area.

Responsibilities:

- Lead or contribute to the development of SHERPA's web-based graphical user interface (based primarily on the React framework, three.js, and Leaflet)
- Assist with SHERPA core software development.
- Optimize software performance.
- Maintain code base and documentation.

Required skills/experience:

- Experience developing modern web-based graphical user interfaces (React, Node.js, CSS, HTML, JavaScript).
- Experience with three.js or similar 3D-graphics libraries
- Experience with Leaflet JavaScript library or similar map-handling software
- Excellent general programming skills and fluency in at least one high-level programming language (e.g., Julia, Python, Java).
- Extensive experience using debuggers, profilers, documentation generators, version control systems, and other common software engineering tools.

Desired skills/experience:

- Fluency in Julia programming language (development of the core SHERPA software is done primarily in Julia).
- Understanding of fundamentals of decision making under uncertainty (e.g., at the level of Stanford AA228/CS238 course)