

Computer Science Intern – Fall 2025 / Spring 2026

Overview

Support software development for autonomy, simulation, and data analytics related to lunar missions. Collaborate with the software team to refine algorithms and tools.

Key Responsibilities

- Refine autonomy modules (path planning, obstacle avoidance) in C++/Python; integrate into ROS ecosystems.
- Maintain and expand simulation environments in Gazebo for rover and manipulator testing.
- Develop data-analysis pipelines for sensor streams (LiDAR, stereo cameras) using Python (NumPy, Pandas).
- Implement unit and integration tests; assist with CI/CD management (GitHub Actions).
- Contribute to SimMoon VR platform enhancements (C# in Unity) for mission simulations.

Required Qualifications

- Enrolled in Computer Science, Robotics, or related degree program.
- Proficient in C++, Python, and Linux; experience with ROS (Melodic or Noetic).
- Familiar with machine learning frameworks (TensorFlow or PyTorch) and Git version control.
- Strong communication skills; able to document code clearly.

Preferred Qualifications

- Experience with VR/AR development in Unity; familiarity with Git submodule workflows.
- Exposure to cloud-based simulation or data-processing platforms (AWS, Google Cloud).

Duration & Compensation

- Full time (35-40hr/week) from August 25 to December 15, 2025 (Fall) or January 15 to May 1, 2026 (Spring).
- Potential continuation into Summer 2026.

