Training Notification Form, IIT Delhi

Company Overview

Name: Sony Japan

Website: https://www.sony.com/en/

Company Type: Information Technology

Description: Sony was established by founders who shared a dream and a strong will to enrich people's lives through the power of technology. From our founders' dreams and aspirations, Sony has grown over the years connecting more people with their dreams.
Sony runs a diverse portfolio of businesses from Electronic Business to Music, Movies, and Entertainment, all of which center around "People".
Talents from all over the world have been playing critical roles to make this happen, and will continue to in light of our journey ahead.
We are excited to continue trailblazing with a globally oriented mindset, and we ask that you consider joining us on our journey ahead!

Project Details

Designation: TNF 5: Cloud System Technology Engineer for Content Production and Distribution Services

Type: Information Technology

Location: Tokyo, Japan

Project Details: [Technology Field]
System Software
Network Service

[Position Summary]
Our mission as the Remote Edge Cloud Technology Development Team is to develop system technologies that intelligently process real-world information recognized by edge devices in real-time with cloud systems, and then feed those results back to the real-world in real-time. This process will enable Sony to innovate next-generation interactive entertainment.

Our work involves cloud systems and network systems that connect cloud systems to edge devices, and we aim to improve performance by focusing on latency, scalability, and cost under the constraints of network and computing resources. We focus on applications in the entertainment field such as the Metaverse and remote live, while delivering customer value in collaboration with Sony's business divisions, which provide services to Sony`s many creator and consumer customers (e.g. https://www.sonypcl.jp/kiyosumi-shirakawa/volumetric-capture_studio.html).

We expect you to have expertise in cloud computing, layer 3 and 4 network protocols, codecs, carrier networks, and delivery systems. Simultaneously, we can provide you the opportunity to learn how to connect these technologies to customer value.

[Responsibilities]
- Technology exploration and problem identification through system development in collaboration with entertainment business divisions.
- Solving technical issues and innovating new technologies through prototyping.
- Leading the introduction of developed technological assets to business divisions and/or external partners.
- End-to-end system development, integrating cloud computing, layer 3 and 4 network protocols, codecs, carrier networks, and delivery system technologies.
- Reconfiguration to enable cloud operation of the principle implementation of various elemental technologies.

[Required qualifications]
- Research experience in Computer Science, Communications Technology, Electrical Engineering, and/or related technical field(s), OR equivalent practical experience.
- Experience with computing research, including analyzing, designing, developing, deploying, and supporting cloud/network solutions, and/or infrastructure implementations.
- Knowledge of layer 3 and 4 network protocols.
- Software development and debugging skills in one or more of the following languages: C/C++, Python.
- Experience setting up public cloud infrastructure, such as AWS and Azure.
- Experience in Agile, Rapid Prototype Development, including defining epics, features, and user stories, while balancing between research and implementation.
- Good communication skills in written and spoken English.

[Preferred qualifications]
- Experience developing in one or more of the following vertical applications: video streaming, audio streaming, content distribution, edge computing for interactive applications (e.g. extended reality and cloud gaming), 3D content creation.
- Experience designing architecture for cloud systems.
- Hands-On Experience: Extensive hands-on experience implementing and testing innovative solutions.
- Problem-Solving Abilities: Strong problem-solving skills, and the ability to identify challenges and devise creative solutions during implementation and validation.
- Experimental Mindset: A proactive and curious mindset, with a willingness to experiment and explore new approaches.
- Continuous Learning: A commitment to ongoing learning and professional development.

[Product, Service]
Entertainment or enterprise/professional cloud services including content creation, media distribution, cloud gaming, automotive, XR, and other kinds of interactive applications (e.g. the backend service of Volumetric Capture Studio).

[Development Environment]
Linux, programming languages (C/C++, Python), Git-based source code revision control, hypergiants cloud environment (AWS/Azure), management of containerized applications (Kubernetes/Docker/OpenStack).

Stipend Details

Stipend:	10,000 JPY Per Working Day
Accommodation:	Yes
Travel Expenses:	Yes

Perks / Bonus:

[Stipend]
Bachelor: JPY 10,000/ working day (Net)
Master: JPY 11,000/ working day (Net)

Your stipend will be calculated based on the working day.

Example: If there are 22 working days in a month, net stipend in a month is
Bachelor JPY 220,000 / month (Net)
Master JPY 242,000 / month (Net)

[Other Benefits/Support]
Single rental apartment/hotel with Wifi, Visa, flight, commuting fee, international travel insurance all provided by Sony.

Selection Process

Resume Shortlist:	Yes
Written Test:	No
Online Test:	No
Group Discussion:	No
Personal Interview:	Yes
No. of Offers:	2
Selection Process:	*To submit CV& Essay is compulsory. The Essay format will be distributed through placement office. Please follow the instruction given by the placement office.

Eligibility

Diversity Recruiting:	No
Eligible Years:	Graduating in 2025 (Pre-Final Year Students) - B.Tech / Dual / Master's
Eligible Departments:	B.Tech in Biochemical Engineering & Biotechnology, B.Tech in Chemical Engineering, B.Tech in Civil Engineering, B.Tech in Computer Science & Engineering, B.Tech in Electrical Engineering, B.Tech in Electrical Engineering (Power and Automation), B.Tech in Energy Engineering, B.Tech in Engineering Physics, B.Tech in Engineering and Computational Mechanics, B.Tech in Materials Engineering, B.Tech in Mathematics & Computing, B.Tech in Mechanical Engineering, B.Tech in Production & Industrial Engineering, B.Tech in Textile Engineering, B.Tech and M.Tech in Chemical Engineering, B.Tech and M.Tech in Computer Science & Engineering, B.Tech and M.Tech in Mathematics & Computing, M.Sc in Chemistry, M.Sc in Cognitive Science, M.Sc in Economics, M.Sc in Mathematics, M.Sc in Physics, Master of Design in Industrial Design