

Objective:

We're expanding our GenAI team — and we're looking for elite, self-driven graduates who are ready to work hands-on and build meaningful solutions. This challenge is your opportunity to prove you are more than a resume.

This is **not a summer internship**. We're hiring **graduates who are completing their degrees in 2025**. You'll join us as a **GenAI Builder-in-Residence** for a **3-month, full-time role** starting immediately with basic pay and housing. Based on your performance, you'll be offered a full-time role in our GenAI product and consulting team.

Your Challenge: Build an Agentic AI App

Scenario:

Design an Agentic application that helps a HR professional plan a startup hiring process.

A user should be able to type something like:

"I need to hire a founding engineer and a GenAI intern. Can you help?"

The agent should:

- Ask clarifying questions (e.g. budget, skills, timeline)
- Suggest job description drafts
- Create a hiring checklist or plan
- Present results in structured markdown or JSON

Minimum Requirements:

- Use LangGraph (preferred), LangChain Agents, or OpenAI Function Calling
Multi-step reasoning and decision flow
- Simulate or integrate basic tools (e.g. Google search, Email writer, Checklist builder)
- Retain memory or state between steps (file-based or in-memory is fine)

Bonus Points For:

- Streamlit or simple frontend

- Session-based memory
- Analytics or usage tracking

Deliverables (Due in 5 Days):

- Working App (share GitHub repo or Colab notebook)
- 2-3 min Video explaining your architecture and your “why”
- README: Tech stack used, design decisions, and what you'd improve with more time

Evaluation Criteria:

- Technical implementation (clean code, modularity, agent design)
- Creativity and ownership
- Communication (README and video)
- Initiative – did you go above and beyond?

Submission Deadline:

5th May 2025 11.55 pm PST

Submit all materials to: janni@squareshift.co

We're not just hiring interns. We're building a GenAI squad.
Show us what you've got.