- Pursuing an undergraduate/graduate degree in computer science, engineering or a related field.
- Working towards proficiency in one or more programming languages such as Go, Node.js, Ruby, Python, C++, Lua, Swift, C# or Java.
- Eager to work with industry-leading frameworks and libraries.
- Passionate about games, user generated content, and social networking.
- Passionate about learning and crafting great experiences as you work with your team to reach collective goals.

You Will:

- Join a software engineering team and work closely with top-tier engineers, actively contributing to live projects.
- Consistently deliver strong work to production while actively engaging in the software development process, from coding to testing and deploying it to production.
- Take full responsibility for a project and see it through from beginning to end. This includes setting project objectives, collaborating with diverse teams, and presenting your work to Roblox's leadership.
- Work inclusively with Roblox's design, product, data, QA, and DevOps teams: collaboration is at the heart of Roblox's success.
- Gain valuable and marketable experience building one of the fastest growing software platforms

Please note the Company may not be able to employ candidates who have United States work authorization related to certain U.S. visa categories, or support future H-1B sponsorship at this time.

For roles that are based at our headquarters in San Mateo, CA: The starting base pay for this position is as shown below. The actual base pay is dependent upon a variety of job-related factors such as professional background, training, work experience, location, business needs and market demand. Therefore, in some circumstances, the actual hourly rate could fall outside of this expected range. This pay range is subject to change and may be modified in the future. *Please note that not all benefits shown below are applicable to internship opportunities.*

Hourly Pay Range

$60—$64 USD