

Job Posting:169794 - Position: F25 Software Engineering Intern, Robotics Perception Research - Fall 2025 169794

Co-op Work Term Posted:	2025 - Fall
App Deadline	05/30/2025 09:00 AM
Application Method:	Through Employer Website
Posting Goes Live:	05/16/2025 11:25 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	NVIDIA
Country	Canada

JOB POSTING INFORMATION

Placement Term	2025 - Fall
 Job Title 	F25 Software Engineering Intern, Robotics Perception Research - Fall 2025 169794
Position Type	Co-op Position
Job Location	Toronto, ON
Country	Canada
Duration	4 months
Salary Currency	CAD
Salary	Salary Not Available, 0 Major List
Salary Range \$	20 CAD - 58 CAD
Job Description	

Software Engineering Intern, Robotics Perception Research - Fall 2025

JR1997029

Today, NVIDIA is tapping into the unlimited potential of AI to define the next era of computing. An era in which our GPU acts as the brains of computers, robots, and self-driving cars that can understand the world. Doing what's never been done before takes vision, innovation, and the world's best talent. As an NVIDIAN, you'll be immersed in a diverse, encouraging environment where everyone is inspired to do their best work. Come join the team and see how we can make a lasting impact on the world. We are seeking a software engineering intern to join the Omniverse Replicator team to assist in cutting edge research aimed at accelerating how simulations are leveraged to train the next generation of robotics models. Our team's mission is to accelerate the development of autonomous systems and shape the future of robotics and AI.

What you'll be doing:

- Develop and evaluate novel perception approaches from synthetic simulation on robotics tasks that optimize for learning performance and generalizability.
- Develop benchmarks to validate robot task performance and generalizability to novel scenarios and out-of-distribution events.
- Collaborate with research and engineering teams across NVIDIA such as GR00T and IsaacLab to integrate and validate novel approaches to robot training.

Are you dedicated, upbeat and dynamic with excellent analytical ability? Are you an engineer passionate and highly motivated about solving complex problems? If so, you may be a perfect fit for NVIDIA!

The hourly rate for our interns is 20 CAD - 58 CAD. Our internship hourly rates are a standard pay determined based on the position and your location, year in school, degree, and experience.

You will also be eligible for Intern benefits. *NVIDIA accepts applications on an ongoing basis.*

Job Requirements

What we need to see:

- Pursuing a BS or MS in Computer Science or related field.
- Experience in software development with Python and the deep-learning software stack (Pytorch, Tensorflow, Jax, etc.).
- Background with reinforcement learning, imitation learning, sensor simulation and synthetic data generation.

Ways to stand out from the crowd:

- Prior experience with Isaac Sim, Isaac Lab, Isaac Gym, or Mujoco.
- You have already trained a robot in simulation and deployed the policy sim-to-real.
- Publications in major AI and robotics conferences.

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Cover Letter Required? Optional

Special Application Instructions

Application Link:

https://nvidia.wd5.myworkdayjobs.com/NVIDIAExternalCareerSite/job/Canada-Toronto/Software-Engineering-Intern--Robotics-Perception-Research---Fall-2025_JR1997029

Please click the "I intend to apply to this position" button on SCOPE and also submit your application via the employer's website.

Applications are accepted on a rolling basis and the posting may be expired at any time by the employer as submissions are received.

Students should submit their applications as soon as they are ready.