About Organisation

Name of Company:		Sony Global (Japan)
Date of Establishment:		1946-05-07
Number of Employees:		113,000
Social Media Page Link:		https://www.sony.com/en/
Website:		https://www.sony.com/en/
Type of Organization:		MNC (Foreign Origin)
Location of Head office:		Tokyo, Japan
Nature of Business:		Other (core_engineering,it_software,data_science,finance_consulting,cyber_security,media,manufactur

Internship Profile

Job Title:	INF3_Cloud System Technology Engineer for Content Production and Distribution Services
Job Description:	[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 with cloud systems, and then feed those results back to the real-world. 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 .

We expect you to have expertise in cloud computing, layer

3 and 4 network protocols, codecs 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 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 in implementing and testing innovative solutions.
■ Problem-solving Abilities: Strong problem-solving skills to identify challenges and devise creative solutions during the implementation and validation process.
■ 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.

[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).

Minimum No. of Hires:	1
Expected No. of Hires:	3
Location(s)/Place of Posting/Online:	Tokyo, Japan
Skillset:	Please see the details in Job Description
Students with backlog eligible:	No

Selection Process

Resume Shortlist:	Yes
Mode of Selection:	Virtual
Resume shortlisting before test?:	No
Test:	No
Aptitude/Psycometric:	No
Technical:	Yes
Group Discussion:	No
Other modes:	Essay (Essay format will be distributed through the OCS office. Please follow the instruction given by them.)
Personal Interview:	Yes
Technical Round:	Yes
HR Round:	No
Medical Test:	No

Eligible Academic Programs

Diversity Recruiting:	No
Eligible Years:	Graduating in 2026 (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 Biochemical Engg & Biotechnology, 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, Bachelor of Design, Master of Design in Industrial Design, Ph.D. in IITD-NYCU Joint Degree Programme

Stipend Details

Stipend (per month) (In JPY Per Month):	276,451 JPY Per Month
Accommodation:	Single rental apartment/hotel with Wifi, Visa, flight, commuting fee, international travel insurance all provided by Sony.
Any other perks/ benefits/ components:	1.Stipend The stipend which stated in the compensation package section is not fixed amount as your stipend will be calculated based on the working day. [Gross Stipend] Bachelor: 12,566/ working day (Gross) Master: 13,823/ working day (Gross) Example: If there are 22 working days in a month, net stipend in a month is Bachelor : JPY 276,451 / month (Gross) Master : JPY304,097 / month (Gross) [Net Stipend] Bachelor: JPY 10,000/ working day (Net) Master: JPY 11,000/ working day (Net) 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) 2.Other Benefits/Support Single rental apartment/hotel with Wifi, Visa, flight, commuting fee, international travel insurance all provided by Sony.
Provision of PPO based on performance?	Yes
Tentative CTC for PPO select:	TBD JPY Per Annum