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,manufa

Internship Profile

Job Title: INF5_ Engineer / Researcher - Audio Signal Processing

Job Description:

[Technology Field]
Speech/Audio Signal Processing,Machine Learning

[Position Summary]
Sony has created life-changing values to fill the world with emotion through the power of creativity and technology.
At Sony Technology Development Laboratories (TDL) we've contributed to Sony's various products and services to create Kando and social value with our technological power and expertise.

Our audio research group in TDL focuses on development of cutting-edge audio signal processing technology to create next-generation products and services.
Our research engineers work with those from diverse professions and work on exciting range of projects including: developing real-time signal processing technology integrated with ultra-low latency hardware, prototyping microphone system to capture spatial sound fields, and investigating machine learning applications to audio-related complex problems.
We're looking for a research engineers who are interested in sound, audio, and music, and have strong passion and will to contribute to Sony's activities.

As a research engineer, you will work on one of the most critical project in our group with certain contribution to our future research programme and business.

-Working environment:
Main offices of Sony Corporation are located at Shinagawa, Osaki and Minatomirai in Japan.
Please see the video below to gain some insight into the workplace at our company.
https://www.youtube.com/watch?v=oHYviwUv21o
Although the offices are in Japan, you can work in an English-speaking environment.
If you are curious about what it's like to work as an international employee at Sony in Japan, please see the webpage below.
https://note.com/sonycorporation/n/n7a022b3f19c8

With our technology, we empower creators to express themselves in new ways.
We are building a future full of exciting advances in entertainment. Why not join us in this exciting place at Sony, to create the next emotion?

[Responsibilities]
Sony's current mission is "Fill the world with emotion, through the power of creativity and technology". As R&D division exploring sound and acoustuc research, we believe it is necessary to develop new sound technologies for entertainment in addition to the consumer audio products we have contributed to. To this end, we are considering strengthening machine learning and acoustic simulation, especially as an approach to technology, in addition to conventional signal processing technology. We are recruiting people who meet this objective.
Specifically, there is a need for accurate and real-time simulation technology for Spatial audio. A wide range of subjects are covered, including estimation of HRTF (Head Related Transfer Funcution) required for virtual sound image localization, estimation of sound behavior in a room by wave propagation, and vibration simulation of loudspeaker and microphone mechanism. And while this has traditionally been done in modeling, it's also possible to get new efficiencies by working on the latest methods using machine learning.
During the internship period, we expect that interns will tackle the development of novel methods based on state-of-the-art research papers.

[Required qualifications]
■Bachelor's degree in AI/Machine Learning, Computer Science, a related technical field, or equivalent practical experience.
■5 years of experience or professional skills in one or more general purpose programming languages, including Python, Matlab, or C/C++.
■2 years of experience in fields related to audio or speech signal processing.
■Ability to speak and write in English fluently and idiomatically.

[Preferred qualifications]
■Advanced degree in AI/Machine Learning, Computer

Science, Electrical Engineering, or a related technical field.
■First- author publications at peer-reviewed Journal or conference in the field of audio signal processing such as IEEE Transactions, JASA, ICASSP, JSV(Journal of Sound and Vibration), and Interspeech.
■Experience of applying Machine Learning to solve issues regarding Acoustical Physics : Simulation of acoustical wave propagation behavior,
■Experience of handling both research and development.
■Experience of architecting and developing solutions to ambiguous problems.
■The ability to deliver on tight deadlines and adapt to evolving or changing requirements
■Excellent verbal and written communication skills in English
■Basic verbal and written communication skills in Japanese, and willingness in learning Japanese
■Experience and know-how in content creation using DAW (Pro Tools/Reaper, etc.), game engines (Unreal Engine, Unity, etc.), and sound engines (Wwise, etc.)

[Product, Service]
VR/Game sound solution, Sound production solution for entertainment industry, Digital health solution using sound/vibration and Consumer/B2B audio products

[Development Environment]
Python, Matlab, C/C++, COMSOL, etc.

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