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:	INF2_ Visual Recognition Computation Systems and Architecture, Research Engineer
Job Description:	[Technology Field] System Architecture / Processor,Computer Vision [Position Summary] Products or services in this decade needs to be 'intelligent'. To be more intelligent, such products or services would need devices to percept its surroundings even better than they do now. In such world, they would be carrying multiple sensors or visual image sensors, to understand the surrounding environments / human beings,obstacles or other information better. For such area Sony owns very strong position on image sensors and Sony also have created Vision processing SoCs. Our team are working together with both production teams of such future products and core research engineer teams in machine vision domain, from computational systems and system architecture point of view. [Responsibilities] ■ Develop low latency / high bandwidth / high performance per watt computation system on edge computers. Also collaboratively work with related team that are responsible for wireless communications and

cloud side computation.
- Port Sony's in-house algorithms to build assets on Sony's internal hardware.
- Design and propose software systems, based on required scenarios of future products and services based on Sony's technical assets – and of course, help to realize them as PoCs or business units.A25

[Required qualifications]
- Bachelor's degree in Computer Science, a related technical field or equivalent practical experience.
- 5+ years of experience with one or more general purpose programming languages.
- Familiar in working, debugging / trouble shooting in software systems
- A person who can proactively work with his ideas and who can propose new features with actual implementations.

[Preferred qualifications]
- Master degree in Computer Science
- Hands on experience on performance optimizations (CPU, GPU, DSP, memory)
- Hands on exeperience of implementing / fixing low-layer bugs (low layer = operating system Kernel or its driver or compiler)
- Have good experience of 5+ programming language (including scripting language). Best if having assembly language experience.
- Have experience in working in two of: Operating System, Programming language implementation, Robotics SW (either algorithmic part or operating system), Visual algorithms, Machine Learning

[Product, Service]
Robotics, Game(PlayStation), Entertainment, Camera and other cloud based services including new business domains for Sony

[Development Environment]
Mainly Linux PC and Embedded Linux

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:	Yes
Mode of Test:	Online
Test duration (minutes):	60
Aptitude/Psycometric:	No
Technical:	Yes
Group Discussion:	No
Other modes:	Coding Test (Python/C++) and 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/	1 Stipend

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