

Visual Mechanical Key Design

Job Title: ME Intern

Job Description

The potential candidate will have the opportunity to work in a dynamic R&D Center, collaborating with expert teams to create great products in gaming related categories.

Passion for design and development is key, this include creating and testing new solutions to meet design goals.

Major Duties:

The main area of focus is in design but this covers a broad range of elements:

- Review current **Visual Mechanical key design** in the Market, and understand each product parameters
- Analysis and identify parameters for future aspects of design
- Extensive prototyping based on parameters to validate output
- Use of measurement and testing equipment, to support output, includes optical measurement & 3D phototyping etc.
- Organize user testing and qualification
- Sketches, drawings, renderings, including English presentations
- At the end of the internship, the potential candidate will have to deliver:
 - Visual Mechanical key design parameter
 - A fully functional prototype to demonstrate parameters

Qualification & Skills:

- Potential candidate should be graduate level with a Mechanical Engineering degree or similar, candidate finishing 3rd year on a degree course could be considered.
- English communication skills - both written and verbal.
- Ability to analysis with large volume of data
- An interest in design and technology is of particular interest.
- 3D modeling(Pro/E)
- Knowledge of prototyping, material and tooling and molding is a plus
- Involvement in gaming is also an advantage.

Background:

This is a 6 month contract position, duration to be reviewed during interview.

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Location

Logitech Far East Limited
#2 Creation Road 4
Science Based Industrial Park
Hsinchu

Contact

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