

# Visual Mechanical Key Design

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## 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**

Anton Lin, ME Technical Manager.  
Tel: 03 612 2561  
E-mail: [alin2@logitech.com](mailto:alin2@logitech.com)