

Job Title :

CMF Intern - Pattern Texture for better Tactile controller.

Mentor: Hsing-Wei Hsu

Location: Hsinchu, TW

Objective:

Study how to use Texture icon to enhance the accuracy on controller. Meaningful pattern for tactile can create better UX.

Key Qualifications:

For consideration, you must bring the following minimum skills and behaviors to our team:

- Major in Industrial Engineering / Design
- Able to design prototype and verify the concept.
- 3D software (Solidwork/ ProE) and simulation software (Keyshot)
- Adobe Creative Suite.
- Open-minded to create new idea and co-work with other team member.

Education:

- Major in Industrial Engineering / Design
- Familiar with Ergonomic or Kansei Engineering is plus.
- Well English communication skills. (Speaking/Writing/Speaking/Reading)