Component Qualification Engineer Internship Job Description

Are you curious how products are designed and how products work? Do you seek out new technologies and products that consistently use technologies in useful ways? If so, we are looking for an Engineering undergraduate to join our Component Engineering team as a Component Qualification Engineer (QE).

Component Engineering department is responsible for the selection, qualification, documentation, management, and approval of all purchased components for global consumption of Logitech's extensive portfolio - Gaming (Mice, Keyboards, Steering Wheels, Controllers), Mobile Speakers, Video Conferencing, Desktop Peripherals, Home Cameras, Remote Controls, Smart Home Devices, & PC Speakers. Component Engineering provides a vast array of skills and in-depth experience to stage components for integration into our product lines - specification development, technical feasibility, quality assessment, commodity/cost management, and reliability. This is a great opportunity to learn how components impact product design and development. You will also be able to use your creative skills to impact our entire portfolio of products and gain valuable experience that can transfer to multiple Engineering disciplines.

Your Contribution:
Be Yourself. Be Open. Stay Hungry and Humble. Collaborate. Challenge. Decide and just Do. These are the behaviors you'll need for success at Logitech. In this role you will:

- Drive Specification Draft/Support
- Coordinate Sample Preparation
- Document & Release Critical Component Data
- Conduct Test & Measurement
- Document and Release Test Reports
- Collect Critical Supplier Documentation (Specifications, MSDS, Hazardous Substance, Drawings, etc.)
- SPCN Support
- Execute Second Sourcing Activities
- Manage Sustaining Activities

We require an EE undergraduate student currently enrolled in classes and on track to complete their BS EE. It is desirable to have a solid understanding of circuit theory and electrical component identification/selection. You should be motivated and proactive with the capability of working independently once targets are known. We require the ability to interrelate with various disciplines of product development, so good interpersonal skills are a must. This role is critical to ensuring that components follow established qualification protocols.

Logitech is the sweet spot for people who are passionate about products, making a mark, and having fun doing it. As a company, we're small and flexible enough for every person to take

initiative and make things happen. But we're big enough in our portfolio, and reach, for those actions to have a global impact. That's a pretty sweet spot to be in and we're always striving to keep it that way.