Summer Internship - Native build of visualization sw for macOS

Are you looking for a summer internship where you can acquire valuable experience by being a part of the journey to create a world unique "Globe in 3D" based on satellite imagery? Would you like to learn and develop your skills while working with cutting edge technology together with highly competent colleagues in a global context? This might be the position for you!

Maxar is currently seeking summer interns to join our R&D center in Linköping, Sweden.

Our company
Maxar is a leading Space Technology and intelligence company. We unlock the promise of space to help governments and businesses solve problems on Earth and beyond.

Our solutions
Visualize, analyze, plan and decide—with dynamic 3D data. We build the Globe in 3D using the highest-quality imagery and our revolutionary 3D production process. Our products are sensor agnostic, require no ground control points, provide 50 cm resolution and maintain an absolute accuracy of 3 m.

Background
We are developing a visualization and geodata platform which is used in several different products. The platform has native support for both Linux and Windows. C++ is the main language used in the platform.

The assignment
The work in this internship is to build the code base for the platform and its contribution libraries natively for macOS. If the work is successfully executed, the next step will be to try to build one or more of our end user applications for macOS as well.

Preferred qualifications
Master of Science student with an interest in build systems, scripting languages and C++ programming. Experience of development for Mac is favorable.

For more information about the internship contact
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