

# Australia Jobs Expertini®

## Intern Software Engineer (multiple roles)

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Company: Dolby Laboratories

Location: Sydney

Category: computer-and-mathematical

Join the leader in entertainment innovation and help us design the future. At Dolby, science meets art, and high tech means more than computer code. As a member of the Dolby team, you'll see and hear the results of your work everywhere, from movie theaters to smartphones. We continue to revolutionize how people create, deliver, and enjoy entertainment worldwide. To do that, we need the absolute best talent. We're big enough to give you all the resources you need, and small enough so you can make a real difference and earn recognition for your work. We offer a collegial culture, challenging projects, and excellent compensation and benefits.

### **Who We Are:**

Dolby Australia is a key R&D hub for Dolby Laboratories, with over 100 engineers, scientists and researchers, working on core technologies, including Dolby Atmos, Dolby On, and Dolby.io. Technology developed by the Dolby Australia team is deployed in devices across the globe, from mobile phones and laptops to soundbars and TVs. The team builds Dolby.io's real-time streaming product Dolby Millicast to deliver lightning fast, broadcast quality, real-time streaming to massive global audiences, enables musicians to master recordings right from their phone with Dolby On, and works on innovative orchestrated sound for the homes of tomorrow.

Our teams share their talent and energy to enable the most immersive experiences that technology can deliver. Join Dolby and work at the cutting edge of the media backbone for the world of tomorrow.

### **What is the opportunity:**

The Dolby U internship program offers impactful, project-based work experience in a collaborative, creative environment where you work side by side with industry leaders. It is a great way to get exposure to cool technologies, hone your skills, and build a pathway towards full time opportunities with Dolby.

We have multiple intern Software Engineering roles working on an exciting array of technology areas: object-based audio bringing Dolby Atmos to the home; delivering awesome audio and video experiences in mobile devices; audio capture technology to generate content with surround sound or powering the next-generation of immersive, interactive, and social experiences with sub-second latency- at scale.

As a Dolby intern you could be using signal processing and machine learning/AI to create immersive audio experiences in the home, building awesome media experiences in the cloud using JavaScript, C# and AWS, creating bleeding edge prototypes and demos for partners and tradeshow or even building complex tools in Python that will be used by developers across Dolby.

At Dolby, everyone is invested in your success and strives to make it the best place for you to start your career. As part of your intern experience at Dolby you'll get:

First-hand exposure to Dolby technology

A diverse, open, and welcoming culture

Practical Experience: Get to be a part of real-world projects

Support: 1-1 Mentoring plus guidance from the wider engineering team

Impact: your work will be used by millions of people every day

### **Who are we looking for:**

Are you currently studying/recently graduated from Uni or you haven't been to Uni but have the relevant skills? Are you looking to re-enter the workforce, or do you want to change your career? Whatever your reason, if this role interests you (even if you don't check every box) we want to hear from you.

### **What are we looking for:**

We are looking for people with:

**Learning agility** The ability to pick up new skills and concepts effectively and quickly

**Problem-solving** and analytical abilities

**Technical skills** in one of: Software programming in any of (C, C++, Python) Signal processing/Machine learning (C, MATLAB, Python, Pytorch) Front end or back end Web Development in JavaScript (Next/Vue/React) or C#, Web RTC/Web Services

Strong **communication** and **collaboration** skills

**Curiosity** for how and why things work as they do

**Passion** for audio, video, movies, music or technology

### How to Apply:

We would like to get to know you better! Send us your resume, academic transcripts and a cover letter telling us about yourself and why you want to work for Dolby. Applications close on

**Friday April 5th 2024**

**Internship dates:** 2nd December 2024 - 28th February 2025

**Who is eligible:** Applicants need to have Australian working rights (International Students at Australian universities are welcome to apply).

\*LI-SB1

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