



Summer Internships
July-September 2018

Software Development

Software Testing

Electronics

Control Engineering

Hardware Development

Send your CV and your Cover letter at iasi@preh.ro until 04.05.2018

SOFTWARE DEVELOPMENT

Your tasks

- Implement a task in a real project environment based on clear defined requirements
- The final work will be integrated in automotive products

Your profile

- Student in Computer Science, Computer Engineering or similar (last year of study)
- Interested and willing to learn more about automotive
- Knowledge of C programming, microcontrollers and:
C# programming skills OR scripting (Perl/Python)/ AUTOSAR (would be ++)

SOFTWARE TESTING

Your tasks

- Getting knowledge on: software testing on system level, automotive communication protocols, automotive diagnostics standards
- Learn testing methods

Your profile

- Student in Electrical, Electronic or Automation and Computer field
- Programming / scripting language - basic level
- Hardware knowledge: basic electrical knowledge, electrical measurements, using measuring devices (Multimeters, Oscilloscopes, etc.)

HARDWARE DEVELOPMENT

Your tasks

- Perform schematic and layout design based on inputs from the team that you will be part of
- Learning Power Integrity and layout design for a good power supply distribution in High Speed Designs

Your profile

- Student in Electrical, Electronic or Mechatronics field
- Hardware knowledge: Basic Electrical knowledge, Electrical measurements, PCB design, Microcontrollers

CONTROL ENGINEERING

Your tasks

- Understand and implement PID control and Fuzzy control with microcontrollers
- Make a benchmark between PID control and Fuzzy control

Your profile

- Student in Automatic Control engineering
- Knowledge about control algorithms and system theory

ELECTRONICS

Your tasks

- Analyze and understand existing VHDL modules on E-mobility project
- Implement VHDL modules on FPGA board and integrate in existing project

Your profile

- Student in Electronics engineering
- VHDL and FPGA knowledge