



Internship – Materials Engineering

Location	Cupertino, CA USA
Duration	Up to 12 months, starting any time after September 2024
Responsibilities	<ul style="list-style-type: none">• Perform applied materials research into new materials for emerging product design needs within the glass, alloys, and polymers spaces• Develop test plans in collaboration with material engineers and product design teams to drive material selection, design feasibility, and performance of new parts• Work with internal & external testing labs to characterize new materials and conduct failure analysis• Document and present results to Apple materials team, material suppliers, product design teams and reliability engineering
Qualifications	<ul style="list-style-type: none">• Undergraduate or graduate student pursuing a BS, MS or PhD in Material Science, Mechanical Engineering, Chemical Engineering, or related• To be eligible, you must be a current student during the internship, with a semester of school to return to after the internship (starting grad school is OK).• Knowledge of materials and basic design principles• Excellent laboratory and analytical skills, including design of experiments and data analysis• Ability to work in fast paced, team-based environment• Self driven with excellent written and oral communication skills• Interest in Apple and materials product design as a career after graduation
Apply	<p>Send resume to: MaterialsInternships@group.apple.com</p> <p>Please include in the email title "Materials Engineering"</p> <p>Please title your resume file using the format: "First & Last Name - University"</p>



Be an innovator, not a spectator.