

Mechanical Engineer Intern at Astraeus Aerial

Astraeus Aerial LLC is seeking a mechanical engineer intern to assist with the development, design, and prototyping of sUAS components and systems utilized in our motion picture industry image-capture operations.

About Us

Astraeus Aerial is the company of choice for a large number discerning, high-profile clients in all areas of the motion picture industry who seek the best in high-quality cinematic imagery. Our custom engineered, proprietary technologies allow our aircraft to be guided with exceptional dexterity and extreme accuracy, offering a cinematic tool unprecedented in its capability, facilitating shot acquisition not possible with any other UAS image-capture system in the world.

About the Role

We're looking for a mechanical engineer intern to assist with the development, design, and prototyping of sUAS components and systems utilized in our motion picture industry image-capture operations. You will take ownership of components and subsystems used in the products Astraeus develops for this exciting new realm. You'll have the opportunity to create, fabricate, integrate and test hardware and systems, and be part of a team that is dedicated to creating groundbreaking remote piloted vehicle solutions. You'll have the support and mentorship of an experienced team of award-winning filmmakers, designers, and engineers, but are expected to work independently as well.

Requirements

Candidate should be able to demonstrate experience with the following:

- CAD Modeling, structural design, and stress analysis
- Experience with SolidWorks and/or Catia, or other common CAD platforms
- Prototype component development
- Experience with rapid prototyping/3D plastic printing
- A general understanding of fabrication processes: familiarity with subtractive metal machining, including mills, lathes, laser cutters, and CNCs
- Experience with metals, plastics and composite materials and manufacturing methods

- Familiarity with 3DS or other similar modeling software, to facilitate the creation of concept art for presentations

Responsibilities

You'll be part of a team working directly with our design staff. Because we are a small and nimble team, you will have the opportunity to work with, and learn from, everyone. Some specific items include:

Mechanical Engineering Design: This will involve the creation and/or modification of CAD models and mechanical drawings and documentation, of a quality that can be used for prototype production at external vendors; simulation and analysis of components and systems, and the development of bills of materials.

Fabrication, Integration and Testing: This will involve manufacturing, final assembly and integration of the components.

About You

We're looking for someone with a love of all things that fly – both manned and unmanned aircraft - and all things RC. You should be a conceptual, highly motivated, analytical problem solver and self-starter. Someone with good communication skills who can work in an iterative and prototype-focused development style with a cross-functional team including mechanical and electrical engineering, software development, design, human factors, fabrication and research. Ideally you're someone who is adept at modeling and analysis tools but also hands-on and happy to turn a wrench. Familiarity with electromechanical systems such as motors and actuators is a plus. ...And most importantly, you're excited to be on the cutting-edge of a nascent, revolutionary technical industry!