

Internship vacancy form

**How can we simulate the sound of a person walking in a real-life situation?**

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| Category |  | Select one or more of the listed categories that match with the intern position:[ ]  Design Thinking — Strategic Design — Design Innovation — Participatory Design[x]  Product Design — Industrial Design Engineering — Manufacturing — Computer Science[ ]  Interaction Design — Collaborative Design — Human-Computer Interaction — Information Design — System Design[ ]  Other, respectively, [Enter other category here]  |
| Location of the internship |  | Level Acoustics & Vibrations. Eindhoven, The Netherlands |
| Internship period |  | [September – February 2023] |
| Application deadline |  | [August 1, 2023] |
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| Details |  |  |
| Description of the internship |  | Nearly 1 million Dutch people experience noise nuisance by neighbors walking on hard flooring with hard footwear. To identify and solve sound problems, there is a need for a system that can reliably reproduce the sound of a person walking. Ideally, this system should take into account variations in footwear, floor finishing, and walking speed.  |
| Student’s responsibilities |  | The goal of this project is to develop such a system and validate it through measurements in the laboratory.      |
| The company is offering |  | Lot of expertise in Acoustics, open culture, laboratory, hybrid working  |
| Qualification / Skills |  | Soft skills: Analytical, Open mindset, pragmatic, hands onHard skills: knowledge on physics (sound and vibrations), programming (Matlab preferably)  |
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| Contact |  |  |
| Contact |  | T. Schellekens, Acoustic Researchertim.schellekens@levelav.nlLevel Acoustics & Vibrations |
| How to apply |  | Send me an email! |
| Opportunities after the internship*(when applicable)* |  |       |
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