

Opportunity Title: SUCCESS Internship Program - Virtual training application programmers

Opportunity Reference Code: AFRL-711HPW-2020-0008R

Organization U.S. Department of Defense (DOD)

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How to Apply Components of the online application are as follows:

- Profile Information
- Educational and Employment History
- Essay Questions (goals, experiences, and skills relevant to the opportunity)
- Resume (PDF)
- Transcripts/Academic Records
- Two Recommendations - at least one must provide information regarding a previous programming project worked (ie: was C, C++, C#, Unity used etc).

Submitted documents must have all social security numbers, student identification numbers, and/or dates of birth removed (blanked out, blackened out, made illegible, etc.) prior to uploading into the application system.

If you have questions, send an email to AIRFORCE@orise.orau.gov. Please list the reference code of this opportunity in the subject line of the email.

All documents must be in English or include an official English translation.

Description The objective of the SUCCESS (Students from Community College gaining Experience and Skills in STEM) program is to offer students who have attended or are attending community colleges and live within the Wright-Patterson AFB commuting area the opportunity to explore a civilian career as a scientist/engineer with the Air Force Research Laboratory (AFRL). For more information about the Air Force Research Laboratory (AFRL), please visit: <https://www.wpafb.af.mil/afrl/>.

Students will participate in a collaborative group project to develop a stand-alone virtual training simulation for the Zoll 731 medical ventilator used in En-Route Care. The goal of this group project is to enhance a student's learning by allowing for set-up, operation and troubleshooting of the device. Previous students developed the framework and initial operability of the simulation; however, several modes/functions are currently lacking, including, insertion of self-guided scenarios for independent learning/practice.

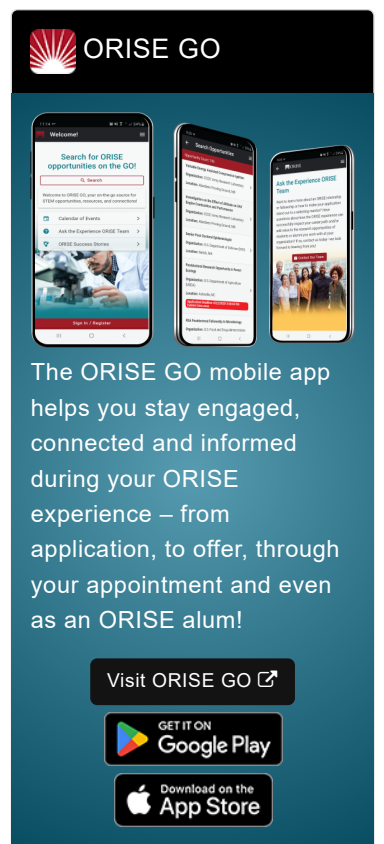
Under the guidance of a mentor, the students will learn development using the Unity game engine, a flexible and powerful development platform for creating multiplatform 2D and 3D interactive experiences. It includes carefully designed tools, extensions, and deployment options that will allow AFRL to build a single system that can be deployed across a variety of devices, operating systems, and web browsers.

Appointment Length

This appointment is a 12-month research appointment, with the possibility to be renewed for additional research periods. Participation is part-time, 20 hours/week. Appointments may be extended depending on funding availability, project assignment, program rules, and availability of the participant.

Participant Benefits

Participants will receive a stipend to be determined by AFRL. Stipends are typically based on the participant's academic standing, discipline, experience, and research facility location. Other benefits may include the following:



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- Health Insurance Supplement. *Participants are eligible to purchase health insurance through ORISE.*
- Relocation Allowance
- Training and Travel Allowance













Nature of Appointment

The participant will not enter into an employee/employer relationship with ORISE, ORAU, DOD, or any other office or agency. Instead, the participant will be affiliated with ORISE for the administration of the appointment through the ORISE appointment letter and Terms of Appointment.

While participants will not enter into an employment relationship with DOD or any other agency, this opportunity will require a suitability investigation/background investigation. Any offer made is considered tentative pending favorable outcome of the investigation.

Qualifications Must be a Computer Science or Engineering student enrolled at-least half time at an accredited qualifying college/institution, preferably in a community college transfer program. Must have completed a minimum of one year towards a two year degree. Students must have programming skills in at least one of the following: C, C++, C# and one to two years working experience.

- Eligibility Requirements**

- **Citizenship:** U.S. Citizen Only
 - **Degree:** Currently pursuing an Associate's Degree or Bachelor's Degree.
 - **Overall GPA:** 3.00
 - **Discipline(s):**
 - **Chemistry and Materials Sciences** ([12](#) )
 - **Communications and Graphics Design** ([2](#) )
 - **Computer, Information, and Data Sciences** ([16](#) )
 - **Earth and Geosciences** ([21](#) )
 - **Engineering** ([27](#) )
 - **Environmental and Marine Sciences** ([14](#) )
 - **Life Health and Medical Sciences** ([45](#) )
 - **Mathematics and Statistics** ([10](#) )
 - **Other Non-Science & Engineering** ([2](#) )
 - **Physics** ([16](#) )
 - **Science & Engineering-related** ([1](#) )
 - **Social and Behavioral Sciences** ([27](#) )