

Rust Intern

Mozilla is hiring Rust Interns onto our technical teams throughout the world. Our headquarters are based in the Bay Area, but we also have opportunities at our offices in Berlin and Toronto!

We are engineers, designers, makers, and problem solvers. We work in the fishbowl known as the open source community, with a clear focus on making the Web better. Working with us, you'll help build interesting new features, improve Mozilla products, and explore new product directions. To be part of the team, we ask that you be user centered, technically-curious, and excited to be moving the Mozilla mission forward.

As a part of our Mozilla Internship Program, you will:

- Impact challenging projects influenced by our family of Mozilla products in and outside of the Firefox web browser (accessibility, voice design, developer tools, mobile, and mixed reality), Rust, Pocket, and more
- Be mentored by a fellow teammate and someone who shares the same values
- Do real work on real projects and make contributions that will impact hundreds of millions of users
- Participate in social events with your fellow interns (amusement parks, ice cream and boba socials, board game nights, escape rooms, and painting parties)
- Meet with Mozilla leaders including our CEO, Executive Chairwoman, CPO, Chief R&D Officer, CMO, and Executive Foundation Director
- Present your work to Mozilla leaders and fellow team members

Perks include:

- Market competitive pay
- Catered lunches, snacks, and drinks
- Housing service or housing stipend provided
- Flights and ground transportation to and from internship
- Work visas sponsored
- Attendance at our bi-annual All Hands Meeting

Application and Interview Process

- Recruiting begins in September, and we hire on a rolling basis through March. While there is no set application deadline, we do have a limited number of positions open each year, so please apply early!
- Locations include Mountain View, San Francisco, Toronto, Berlin, and Paris.

Please refer to our internship listings for specific locations offered by position.

- Process starts with a resume review followed by a HackerRank challenge (technical) or document submission (non-technical).
- Upon passing, you will partake in two technical and behavioral interviews with team members (coding and situational questions are fair game) followed by a hiring manager interview and ultimately, an offer decision.

We have 3 positions open on the following teams:

Rust Compiler Intern (Berlin, Germany)

The Low Level Tools team at Mozilla is responsible for managing various low-level integration points for Firefox. For example, the team supports updating and maintaining our compiler toolchain, working on performance improvements in Firefox as well as the tools we use to build it, maintaining our crash reporting infrastructure, working on memory usage and tools for analysis, and working our core libraries in the Gecko engine that are used across the Firefox codebase. We're looking for an intern to help us reduce the compilation time required by Rust compiler, rustc, with an emphasis on improving the performance of incremental builds.

Software Engineering Intern (Mountain View, CA)

The Services Engineering team is looking forward to having an intern join us in bringing one of our core Firefox services to the next stage. We are currently migrating many of our core services and applications from various languages (node, python) over to Rust. This will standardize our server platform on a common language and library support set that reduces operational costs, safeguards against memory based vulnerabilities, and prepares the platform for future features and improvements. Work will entail porting legacy code, ensuring full functionality and operational compatibility, as well as using Rust's newly stable `async/await` feature for highly performant asynchronous logic. Our intern will also learn how to mindfully select libraries based on features, license compatibility, and performance, all while learning how to work successfully within a distributed software engineering team.

Software Engineering Intern, Firefox Sync (Toronto, Canada)

Firefox Sync is a service that enables users to synchronize their Firefox data (e.g. history, bookmarks, logins, preferences, etc.) and send browser tabs across all their installations of Firefox on both desktop and mobile. We are building a single sync library to power desktop and mobile browsers. Our engineers work primarily in Rust but also in Javascript for Desktop changes and Kotlin or Swift for Mobile. We are looking for an intern who will help us update how the Sync preferences work for users on desktop and mobile devices.

Basic Qualifications:

- Currently enrolled in a Bachelor's, Master's or PhD program in Computer Science, Computer Engineering, or a related technical discipline with a focus on software development
- Graduation date starting December 2020 and onward
- Or have graduated from a Coding Academy within last year

Preferred Qualifications:

- Experience in systems software, compilers and algorithms
- C / C++, Rust, Unix/Linux
- Python a plus for Service Migration Intern role
- JavaScript a plus for Software Engineering Intern, Firefox Sync role
- Reasonable fluency in and passion for technology
- Strong analytical and critical thinking skills
- Excellent organization, time management, and interpersonal skills

About Mozilla

Mozilla exists to build the Internet as a public resource accessible to all because we believe that open and free is better than closed and controlled. Join us and become part of our mission to promote openness, innovation and opportunity online.

Mozilla is committed to Equal Employment Opportunity throughout our recruiting and hiring process and is dedicated to increasing diversity in our workplace.