



Software Engineering Internship

Benioff Ocean Science Laboratory

University of California, Santa Barbara

Winter 2026

The Benioff Ocean Science Laboratory is seeking UCSB students with interest in software engineering, marine science, and artificial intelligence

About the Organization

Based at the Marine Science Institute at UCSB, the [Benioff Ocean Science Laboratory](#) is a center of applied marine science and technology research that creates scalable solutions to pressing ocean health challenges. The center oversees projects that address a variety of marine issues, including species protection, ocean pollution, and sustainable management of marine resources.

About the Team

The Engineering team at Benioff Ocean Science Laboratory works cross-functionally with scientist-led ocean projects. We support each project in the areas of data management, computer vision, infrastructure, and web tools. We do full-stack development and have flexible development cycles prioritizing needs based on the research mission and project. Some examples of the work include a computer vision pipeline to capture data of plastic and debris; API design and development to provide data that will help industry avoid ship strikes on whales; and database management for ship traffic, whale detections, drone videos of sharks, and plastic debris imagery from river-based trash interceptors.

Internship Description

The intern will work with Benioff Lab engineers and scientists to build software tools that will support the various projects and our technology infrastructure. This internship will have full-stack engineering work consisting of API development, data infrastructure buildout, and front-end user interface implementation. This internship will provide valuable experience to students actively pursuing graduate school or a career in computer science, marine science, and/or technology.

Responsibilities

- Develop and deploy back-end code, and build infrastructure on Google Cloud Platform.
- Create or modify front-end code for various applications.
- Participate in code reviews, write and maintain clean code, maintain documentation, and help develop our team's engineering protocols.
- Communicate with and collaborate with other team members, including project scientists.

Basic qualifications

- Currently pursuing an undergraduate or graduate degree at UCSB
- Programming ability in at least one programming language
- Curiosity, eagerness to learn, and problem solving skills

Additional preferred qualifications

- Proactive, attention to detail, ability to work independently and self-motivated
- Familiarity with Google Cloud and development in cloud infrastructure
- Python, SQL, JavaScript, React, Machine Learning, and Computer Vision

This is a part-time internship (approximately 10-15 hr/wk) for the Winter 2026 quarter (flexible start/end dates), with the potential to extend into the Spring 2026 quarter based on performance and project needs. Undergraduate student compensation is \$22/hr and graduate student compensation is \$24/hr.

APPLICATION INSTRUCTIONS: Please send the following to bosl-contact@ucsb.edu with the subject line "Engineering Internship" by **Thursday, December 4th, 2025 at 11:59 pm PT:**

- 1. A cover letter describing your motivation for applying to the internship and brief description of your most relevant experience, if any (one page max in PDF format). Please include a short description of your availability for the Winter, Spring, and Summer 2026 quarters.**
- 2. Resume (one page max in PDF format)**

The University of California is an Equal Opportunity Employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, sexual orientation, gender identity, national origin, disability, age, protected veteran status, or other protected status under state or federal law.