

INTERNSHIP · SOFTWARE ENGINEERING

Build, test and improve software that people actually use.

Join our engineering team at Diasbytes and help us make our development & testing process even better, on a real, production codebase.

At Diasbytes, we build software that organisations rely on every day to manage and process their documents. We're a small engineering team, which means you won't be working on a fictional project or a task that ends up in a drawer. The code you write can become part of a real product, used by real customers.

We move fast, ship often and care about building software that works well, which is why we're looking for a **Software Engineering Intern** to help us make our development and testing process even better.

1 Your challenge

Every code change at Diasbytes goes through an automated build, code quality check and a full suite of tests. The system works, but there is always room to improve it. Your challenge is to help us make our CI/CD and testing setup faster, more reliable and more comprehensive.

You'll investigate how our current setup works, identify concrete opportunities for improvement and then turn those findings into actual changes, whether that's speeding up a slow pipeline step, improving test coverage, fixing a flaky test or introducing a new automated check.

2 What you'll work with

You'll work in our real production stack, writing Playwright end-to-end tests and Jest unit tests and learn how it all fits into the wider development pipeline, from writing code to getting it safely into production.

Node.js

React

GitLab

Docker

Kubernetes

Google Cloud

Playwright

Jest

3 What you'll do

- ◆ Pair with our engineers to understand and map our current CI/CD and testing setup.
- ◆ Identify concrete opportunities for improvement, slow pipeline steps, gaps in test coverage or flaky tests.
- ◆ Take a number of these improvements from investigation to implementation.
- ◆ Write end-to-end tests with Playwright for parts of the product that aren't yet covered.
- ◆ Write unit tests with Jest to improve the reliability of our codebase.
- ◆ Experiment with test-first development on a real feature.
- ◆ Integrate new automated checks into our CI/CD pipeline.

4 What we're looking for

You don't need to know our entire tech stack before you start, what matters more is that you're curious, willing to learn and comfortable getting your hands dirty with code. We're looking for someone who:

- ◆ Is studying Computer Science, Software Engineering or a related field.
- ◆ Can write code comfortably in at least one programming language.
- ◆ Is curious about how systems work and wants to understand why something broke, rather than simply patching it.
- ◆ Enjoys solving problems and investigating how things work.
- ◆ Likes working together with others, you'll work closely with our developers, with plenty of back-and-forth along the way.

5 What you can expect from us

Real work. Real impact.

Your work becomes part of how we actually build and ship software, not a throwaway internship project.

Room to contribute

You'll have real input into how we test and ship software, with freedom to investigate and make recommendations.

Guidance when you need it

Regular check-ins and mentorship from experienced developers, feedback and help getting unstuck whenever you need it.

Freedom to explore

Room to research, experiment and try different solutions, as long as you can explain your reasoning.

Interested?

If you're looking for an internship where you can learn by working on real software, with a real engineering team and real users, we'd love to hear from you. Get in touch to find out more.

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