Once you get to understand what Palantir is, then you realize how powerful it is. It’s not consumer software. Palantir is solving problems that could change the world.

— Jay Baxter
SAMPLE PROJECTS

SOFTWARE ENGINEERING INTERNS
- Created the Code 33 Map application, an HTML5 map application integrating parallel visualizations of aggregated data and support for geospatial layers.
- Built Timechart, an advanced time-based visualization for the Palantir Gotham platform, incorporating new types of charts, property-based analyses, and playback capabilities.
- Developed Interstate, a build-out of distributed key/value storage and processing infrastructure for large-scale data integration.
- Added mirroring to a distributed in-memory object database to enable redundant failover.
- Developed a way to extract structure from semi-structured or unstructured text. Given a set of semi-structured documents (e.g., phone records, expense reports, forms), Palantir Gotham can now automatically extract structure about events and entities. Given a set of unstructured text documents, the platform can suggest tags, tag types, or mappings from tags to objects.
- Built Echidna, a distributed computation back-end for interactive quantitative analysis to identify patterns of fraud and other activities in massive healthcare datasets.

QUALITY ENGINEERING INTERNS
- Imported and analyzed information about the 2012 Election in Palantir Gotham.
- Developed an easy tool for random data-generation.
- Created PT Cloud, the company’s next generation VM solution.
- Developed domain-specific language (DSL) inside Palantir Gotham, which allows users to easily script interactions that they otherwise wouldn’t be capable of doing with single/many Palantir Gotham clients.
- Built a load simulator that can be used to do performance and stress testing of the Palantir Metropolis server.
- Implemented static code analysis to detect problems in Palantir Metropolis using a findbugs plugin.

SUPPORT ENGINEERING INTERNS
- Built a tool to quickly parse log files for the Support Team.
- Improved the build system for our externally-facing sample code.
- Created external developer documents and examples to explain how to use Access Control Lists through our API.
- Created a JIRA data provider to enable deep bug and customer analytics in Palantir Metropolis.
- Created a Java program now shipped with platform to provide remote mbean calls to running Metropolis servers.

SIMULATION ENGINEERING INTERNS
- Created a tool to simultaneously view, monitor, and interact with all VMs running automated tests. This included features to handle and display multiple VNC connections, manage mouse and keyboard inputs, and view status for individual VMs or for the system as a whole.
- Implemented web-based automation tests for the PEM (Palantir Enterprise Manager) Investigations Manager feature as well as various features within PG Web.
- Added functionality to automatically save and archive screenshots of different versions of major features within Palantir Gotham.

BUSINESS DEVELOPMENT INTERNS
- Used PIG to analyze Hadoop job results and import them into Palantir Gotham for analysis.
- Added the ability to export maps from Palantir Gotham to an HTML file that can be shared over email with users who are not on the system.
- Redesigned the Palantir Dynamic Ontology Manager to be web-based, have much smarter user interaction characteristics, and support working with multiple ontologies.
- Created a demo of our work in home lending, which is helping hundreds of thousands of homeowners find alternatives to foreclosure.
- Wrote extensions for the Russel data provider that have been already been deployed into a live customer production environment.

TECHNICAL WRITING INTERNS
- Developed designs and working web prototypes for redesign of documentation landing and topic pages.
- Rewrote the Palantir Gotham Quick Start Demo documentation as a comic book and worked with the in-house design team to create illustrations and graphics.

DESIGN INTERNS
- Developed custom branding, illustration, packaging, and print design for Palantir’s annual “Puzzle Hunt.”
- Designed an interface for a major police department’s command center to visualize calls for service in real-time.