

Position Summary: Filament Games is seeking a talented and bright Game Programming Intern to join its core development team.

Qualifications: The candidate must have a B.S. in Computer Science or related degree and be fluent in at least one object oriented programming language. In addition the candidate must have programmed at least one working game prototype.

Duties: The Game Programming Intern will be responsible for assisting engineers in developing and debugging gameplay code.

Compensation: \$2,000/mo

Term: 6-9 months

To Apply: To apply, please visit our website at www.filamentgames.com/jobs and click the "APPLY NOW" button next to the corresponding job posting. Include your cover letter, addressed to Connor Hayes, and resume. Please include your responses to the questions below as well as three professional references in your cover letter. Finally, please upload two working code samples in any object oriented language, ready to compile.

NOTE: Applications that do not include the requested information will not be reviewed.

Questions: Please respond to the following questions and include them in your cover letter. Each answer should be no more than one page in length, typed.

1. Why did you decide to go into Programming as a career? Where do you want to be in your career five years from now?
2. Describe the steps a short-circuit boolean evaluator would use to evaluate the following expression and write the final value as TRUE or FALSE:
Let apples = 5, bananas = 6, isSmiling = FALSE.
isSmiling || (apples > 5 && bananas <= 6 && !isSmiling) = ?

APPLICATIONS DUE: June 29th by 5pm

Benefits: Filament Games is an awesome place to work. Why?

- Our team is a creative, interdisciplinary group of people who share a desire to make a difference. By making innovative educational games, we're working to modernize education and revolutionize learning!
- We believe that the best work - and the best life - comes from a healthy balance between work and play; discipline and fun. Our office culture reflects this. For example, we have flexible work hours, LAN nights, grill outs, sketch nights, show n' tells, ropes course outings and the occasional Nerf battle.
- Our stylish, fun and relaxed office is conveniently located on the near east side of Madison, a lively city with a world-class university, vibrant tech industry and beautiful state capital. The near east side is a vibrant, mixed-use neighborhood near lake Monona that offers affordable

housing, eclectic restaurants, music venues and retail stores...all within walking distance of our office. Even better, we're only two miles from the heart of downtown and the university.

- Filament offers a competitive benefits package, including health/vision/dental care, Flexible Spending Account, 401K retirement plan, subsidized metro travel, discounted gym membership, generous paid time off and extended holidays.

So what are you waiting for? Apply today and help us craft the future of educational gaming!

***Note- limited benefits are available to internships*

About Filament Games: Filament Games is a game production studio that exclusively creates learning games. Our core competency is producing games that combine best practices in commercial game development with key concepts from the learning sciences. Accordingly, our senior staff is comprised of individuals who are equal parts game and instructional designers; a "dual literacy" that allows us to engineer authentic game-play mechanics (rules and interactions that directly correlate with specific learning objectives).

Applicants will be considered for positions on the basis of qualifications and ability to perform the job for which they are applying without regard to race, religion, creed, sex, age, residency, national origin, disability, sexual orientation, marital status or physical appearance. Minorities are encouraged to apply.