

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

Qualifications

- Degree in interactive game design or equivalent experience
- One completed game title (not necessarily digital) with collaborative or sole responsibility for design and design documentation
- Positive attitude and outstanding communication skills

Plusses

- Indie game design experience
- A knowledge of strange and esoteric games
- Passion for learning and for designing learning experiences

Duties: In this position you'll work with Filament's Creative Director and Designers to help document and design upcoming games at Filament. You'll work on design documents, spreadsheets, narrative content and data integration for the many projects we're running. You'll assist designers and developers to solve specific design problems.

Compensation: \$1500/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 the response to the question below and three professional references in your cover letter. Applications that are submitted with links to online portfolios will receive extra attention.

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

Questions: Please respond to the following question. The response should be no more than one page in length, typed, included in your cover letter.

1. Why did you decide to go into Game Design as a career? Where do you want to be in your career five years from now? How does Filament Games fit into your long-term career goals?

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.