

Internship: Game artist (unpaid)

Help us create the future of Brain Training and Brain Health

BRAIN+

Would you like to create real positive impact on other people's lives with the work you do?

This summer we are starting up a new production phase where we plan to revamp 'Evolution' with brand new graphics including compelling characters and a much more immersive universe.

We are currently looking for interns to help us create a variety of game art: environments, characters, concepts, GUI, animation etc.

Join a visionary team of highly skilled, experienced, and most importantly fun and energetic game developers (Crytek, IO Interactive, Playdead), software engineers, designers, entrepreneurs and neuroscientists and work on our cutting edge mobile brain training app, 'Evolution'.

You are currently studying one or more of the following:

- 3D modelling and texturing for games.
- Digital painting and concepting.
- Animation for games.
- UNITY3D.

OUR IDEAL CANDIDATE

- You have a strong sense of how to create appealing content.
- You are creative and curious about game art in general.
- You have experience creating assets for games, either your own or as part of a project.
- You are not afraid of challenging tasks.
- You are team-oriented and pragmatic, yet you have an eye for detail and you are passionate about your work.

As an intern, you will get to work alongside our art director, 3D-artist and programmers which will offer guidance and mentoring. At Brain+ we don't have a strict hierarchy, so as a member of the art team you will get the chance to contribute with ideas and content in the entire creative process.

We're super ambitious, yet playful and very nice to be around :) We value a good work life balance, because we believe that it creates the best end result both at work and in general. We are firm in our expectation of great work and dedication, and we are flexible about working styles and locations. Working at home, mini-vacations, power naps are all part of our work culture.

APPLY

For questions and sending in your resume + portfolio, please use job@brain-plus.com and use "Game artist found" as the topic. Please note where you found this job.