

Videogame developer:

Offer

- Full day job is preferred but can be discussed as a part-time job as well (Cooperative training)
- Office in Budapest, 7th.district
- Dynamical environment, demanding on the achievements
- Beginning as soon as possible
- 6 months internship preferred; 3 months minimum

General description of the company

You will be integrating a team with designers, content providers, and info graphists. Your part will be the development of video games.

The company has 5 several branches, and has offices in Hungary, Switzerland, Singapore, and Ukraine. The main office is in Hungary(Budapest).

We are running 5 businesses (gold bullion, finance, book printing, video games, movies). We need to build websites and maintain them. Some websites are already built and need improvement (<http://bunker-group.com>, <http://3sigma-studios.com/>) some need to be built. As per the video games, we are developing video games such as on-line escape games for clients.

The company's website: <http://www.3sigma-studios.com/>

Job Description

The general mission is to handle the development of video games created by the company

The company has a designer, and a game designer, as well as content makers. All those 3 will contribute their part. You will need to integrate this team and develop the video games following the script and the content provided.

The video games are relatively small and fit well for an internship. The video game is designed to be played on PC, or mobile application.

The development software to be used is flexible. It can be unity, java script, C++, or even LUA. It will need to be discussed with the manager of the internship depending on your skills.

Skills required

- No experience required
- A video game language: Unity, Java, C++, LUA, C#, etc.

If you are interested, please send a cover letter and your resume to vivien@3sigma-studios.com

Please also tell us what IT projects you have done

- 1) At school, college
 - 2) At work or internship (if any)
 - 3) In your personal life
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