

Developer Internship



**June 18 – September 1, 2018 in the Redmond/Kirkland area
(Also after-hours on Fridays and Saturdays from March 9 – June 18)**

Program Description

This is your chance to be part of a professional game development team! The award-winning board game Triangul8, which you may have seen in stores in the 2017 holiday season, is currently under development for release on several popular gaming platforms. You will be working under the direction of a highly experienced developer from Microsoft who will train you to adapt your coding skills to Unity, a popular C#/.Net game platform. As part of a team of talented programmers and artists, you will help to bring a highly polished game to market in 2018. Please visit triangul8.com for more information.



Who We are Looking For

We are looking for talented high school students who love coding as much as they love playing games. If you've already started to code your own games just because it's fun, you are the kind of person we want! Other qualifications include:

- At least one semester of computer programming (any language)
- Able to demonstrate fundamental programming skills (you will be asked to complete a homework assignment as part of the application process)
- Must be at least 16 years old
- Available to work in the evenings 6:00pm – 10:00pm on Friday and Saturdays (plus Monday in the Summer months)
- Have reliable transportation to the Redmond/Kirkland area
- Your own laptop computer capable of running Unity.

Compensation/Benefits

- Direct experience and training from a professional developer on a fresh new game. You'll get to see and touch the entire game stack as you add real features.
- Exposure to new programming platforms and languages, including: C#, Unity, iOS, Android, Azure, and Windows.
- You will be able to add "worked on a shipping game" for your resume
- Fun hanging out with other interns and eating free pizza!
- Note: Because we work after-hours, you will be able to participate during the school year as well as while working at a daytime-hours job in the summer.



This is a truly a scrappy start-up operation and though we cannot offer pay for interns, we believe this is a great opportunity to get practical game programming experience.

How to apply:

Please send the following information to triangul8@thejcrew.net by **11:59pm, Thursday, Feb 15th**:

- **Your contact information:** Name, School Name, Grade, Address, Email Address, Phone Number
- **Your interest statement:** Please tell us why you are interested in this position. Include any relevant accomplishments that might make you stand out as a game developer. We love to hear about cool projects you do for fun.

Our hiring process:

1. **Homework Assignment:** After the submission deadline, we will send out the homework assignment to all applicants on Friday, February 16th at 3:00pm PST. Completing the assignment will require you to fill in four C# methods with code written by you. This is to give us a preliminary assessment of your programming skills, thus the problems are structured such that they can be completed successfully with little to no C# experience. We estimate it will take 3-5 hours to complete it. (There is also a bonus question on the homework. It's not something that we grade, but it will help us notice you if you have some fun with it.) Your homework must be turned in by the **deadline of 11:59pm, Sunday, Feb 18th**. (You will be notified on receipt of your work.)
2. **Interviews:** Based on application material and performance on the homework, we will choose a set of applicants to interview. All applicants will be notified of their status by email on Tuesday, Feb 20th. Interviews will take place on the last weekend in February. Our final decisions will be made in time to begin participation on March 9th.