



Summer 2018 Internship Program

Groove Jones, a world-renowned and award-winning studio specializing in AR (Augmented) VR (Virtual Reality) and Interactive Entertainment technologies, is currently seeking students for the following unpaid internship roles at our studio. Applicants should receive course credit, recent graduates within 6 months will be considered. Our creative internship program combines collaborative hands-on training with one-on-one mentorship within a fast-paced production team. Applicants should submit their resume, cover letter, and portfolio of their recent work (if applicable) to Emily Austin - emily@groovejones.com and Ashton Kennedy- ashton@groovejones.com

Applications will be accepted through March 30th. Interviews will be in April. Internship to run June – Aug 2018.

Unity Programmer Intern

This person is deeply interested in Unity development with a focus on being able to code for Unity (C#). They are super excited about building and designing AR & VR mobile applications, solving the many technical challenges that go along with it. They love to build test and iterate as fast as possible. They will work with our programmer and fellow interns to assist with app development for R&D projects. They should be highly organized with a strong attention to detail, and an insatiable appetite to research, learn and test their knowledge and skills to build things that haven't been done before. Strong communication skills and ability to receive constructive feedback is necessary.

Qualifications:

- Must be working toward a degree in Computer Science, Video Game Development, or Related Field
 - Passionate about AR & VR
 - Experience with Unity
 - Knowledge of C#
 - Experience with Xcode and iOS development a plus
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Unreal Developer Intern

This person understands Unreal level design and blueprints – preferably with some interest in Unreal's programming language. They are pumped about VR and designing Vive/Oculus (PC-based) experiences, solving the many challenges that come with implementing physics, assets, and more into Unreal. They will work with our senior unreal developer and fellow interns on R&D projects and anything else that is needed for development. They should be highly organized with a strong attention to detail, and an insatiable appetite to research, learn and test their knowledge and skills to build things that haven't been done before. Strong communication skills and ability to receive constructive feedback is necessary.

Qualifications:

- Must be working toward a degree in Computer Science, Video Game Development, or Related Field
 - Passionate about AR & VR
 - Experience with Unreal
 - Interest or familiarity with Unreal's programming language a plus
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3D Modeler Intern

This person loves 3D modeling and texturing preferably within Maya and Substance – they enjoy finding ways to get objects looking real, experimenting with materials and lighting. They are excited to learn how to get their creations looking great in VR and AR applications within both Unreal and Unity engines. They will work with the artists and their fellow interns on R&D projects as well as assist the team where ever needed. They should be highly organized with a strong attention to detail, and an insatiable appetite to research, learn and test their knowledge and skills to build things that haven't been done before. Strong communication skills and ability to receive constructive feedback is necessary.

Qualifications:



- Must be working toward a degree in Fine Art, Animation, Video Game Development, or Related Field
 - Passionate about AR & VR
 - Experience with Maya (Substance a plus)
 - Experience implementing Assets into Unreal/Unity a plus
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Composer Intern

This person is someone who is eager to learn the ins and outs of Nuke – they enjoy the art of VFX whether it's a traditional film project or 360. They are excited to solve new technical challenges that come with both 360 video and 360 animated films when compositing, rotoscoping, or stitching images together. They will work with the artists and fellow interns on R&D projects as well as assist the team where ever needed. They should be highly organized with a strong attention to detail, and an insatiable appetite to research, learn and test their knowledge and skills to build things that haven't been done before. Strong communication skills and ability to receive constructive feedback is necessary.

Qualifications:

- Must be working toward a degree in Fine Art, Animation, Video Game Development, or Related Field
 - Passionate about AR & VR
 - Experience with Nuke preferred (CaraVR a plus)
 - Familiarity with Unreal or Unity a plus
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Animator/Rigger Intern

This person loves character animation, both rigging and animating in Maya. They will be assisting with the clean up and rigging 3D scans, 3D art assets and motion capture data. They are excited about bringing their creations into VR/AR applications, learning how to implement their work into both Unreal and Unity. They will work with the artists and fellow interns on R&D projects as well assist the team where ever needed. They should be highly organized with a strong attention to detail, and an insatiable appetite to research, learn and test their knowledge and skills to build things that haven't been done before. Strong communication skills and ability to receive constructive feedback is necessary.

Qualifications:

- Must be working toward a degree in Fine Art, Animation, Video Game Development, or Related Field
 - Passionate about AR & VR
 - Experience with Maya, Motion Builder
 - Experience implementing animations into Unreal or Unity a plus
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Motion Graphics Animator/Editor Intern

This person enjoys crafting stories with video and could live in Adobe Premiere. They love After Effects and motion graphics animation. They will assist with media management, transcoding and stitching 360 footage. They are excited to learn how to tell stories in 360, and experimenting with the latest tools for editing in VR. They will work with our artists and their fellow interns to create video marketing projects and assist the team where ever needed. They should be highly organized with a strong attention to detail, and an insatiable appetite to research, learn and test their knowledge and skills to build things that haven't been done before. Strong communication skills and ability to receive constructive feedback is necessary.

Qualifications:

- Must be working toward a degree in Fine Art, Animation, Television/Film, or Related Field
 - Passionate about AR & VR
 - Experience with Adobe Premiere
 - Experience with Photoshop, Illustrator or After Effects a plus.
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**Submit Resume**

Applicants should submit their resume, cover letter, and portfolio of their recent work (if applicable) to Emily Austin - emily@groovejones.com and Ashton Kennedy- ashton@groovejones.com

About Groove Jones

Groove Jones is an award-winning studio specializing in the creation of 360° commercial video productions and immersive Virtual Reality and Augmented Reality apps. We work with big brands like AT&T, Comcast, FX, Intel, HP, McDonald's, MasterCard, NASCAR, Samsung, and Nestle on their AR and VR initiatives. We are artists, musicians, thinkers, creators, tinkerers, technologists, gamers, strategists, innovators, rebels, developers and most of all, digital fanboys (and fangirls) with a common interest: consistently delivering amazing, effective work for amazing clients. We love what we do. Clients include: AT&T, McDonald's, NASCAR, Intel, Comcast, Kaiser Permanente, and Samsung.