



Summer 2019 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 April 30th. Interviews will be in May. Internship to run June – Aug 2019.

Unity Programmer Intern

This person enjoys developing apps in Unity 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
-

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
-

Animation Intern

This person loves character animation, both rigging and animating in Maya or After Effects. They may assist with rigging and clean up of motion capture data. They may also help animate both 2D and 3D assets. They should understand the fundamentals of quick iterative animation passes. 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, or Adobe Creative Suite



-Experience implementing animations into Unreal or Unity a plus

Designer Intern

This person loves to illustrate, create style frames, work on UX design or web design – They love building out the look and feel of projects. They enjoy working in a fast-paced environment where they will have to quickly iterate on their designs – they are not afraid to jump in and get their hands dirty. 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 help 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, Graphic Design, Web Design, or Related Field
- Passionate about AR & VR
- Experience with Adobe Creative Suite, And/Or 3D design software
- Web or App design experience a plus

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.