

Joboffer dated from 12/18/2024

## Internship as Game Artist (f/m/d)

Field: Art / Layout / Illustration  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 97232 Giebelstadt  
Country: Germany

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### Company data

Company: **www.handy-games.com GmbH**  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt



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### Contact Person

Name: Nicole Murrmann  
Position: Senior Manager HR  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt  
E-mail: nicole.murrmann@handy-games.com



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### Job description

HandyGames™ operates as an international indie game and premium mobile game publisher and developer.



You're studying game art and are interested in pursuing a career in the games industry? HandyGames™ offers students the opportunity to become part of our team for one semester as part of a mandatory internship. You will have the chance to learn from experienced professionals while contributing to the successful development of our latest games!

You're looking for an on-site internship where you can fully explore your passion for games? Then you've come to the right place!

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## **JOB DESCRIPTION**

We are looking for a talented intern to contribute their skills to our current in-house game project, which is set in a science fiction world with a focus on story and combat.

You will work closely with our artists, designers, and software engineers to bring our game ideas to life.

Within the game project, you will mainly work with the following programs:

- Adobe Photoshop
- Blender
- Unity 3D

Join us and create next-gen content for PS5, Xbox Series X, PC, and more.

## **YOUR TASKS**

- Realize your own concepts or those of other artists in 2D and 3D assets
- Take care of the entire game asset creation workflow, from 3D modeling and hand-painted textures to implementation in Unity
- Your responsibilities will include UI art, visual effects, and animation.

## **WHAT WE ARE LOOKING FOR**

- You have strong illustration skills in the areas of game art, digital art, and concept art
- You have a particularly good feel for architecture, colors, light, and form
- You can adapt to different illustration styles with ease and show great talent, especially in the stylized area
- The design of visual concepts through to final 2D and 3D game assets is no obstacle for you
- Ideally, you are already familiar with 3D modeling software such as Maya, 3D Studio Max, or Blender and the Physically Based Rendering (PBR) workflow
- Perhaps you already have hands-on experience creating effects and animations with the Unity game engine
- Knowledge in other graphic and technical areas is a plus
- Your self-motivation is convincing, and you have a strong sense of responsibility and a clean and team-oriented way of working
- You're passionate about video games
- You have an excellent command of written and spoken English

## **HANDYGAMES™ OFFERS YOU**

- 40-hour week
- Flexible working hours
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- Short and quick decision-making process due to flat hierarchies
- The opportunity to work with a team of experienced professionals
  - Modern workplaces with state-of-the-art technology

On-site Amenities:

- Team restaurant
- In-house gym
- EV charging station
- Company apartment on request
- Parcel acceptance service

We process your personal data in accordance with our Privacy Policy for Applicants Privacy Policy <https://www.handy-games.com/en/privacy-policy-jobs/>

Please refrain from sending us compressed files (ZIP/RAR/etc.), Word/Excel files (doc, docx, xlsx), or links. We accept PDF files only. Thank you.

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