INTERACTIVE STUDY PLACEMENT SCHEME
CANDIDATE INFORMATION PACK
JUNE 2022

Northern Ireland Screen is the national screen agency for Northern Ireland. We are committed to maximising the economic, cultural and educational value of the screen industries for the benefit of Northern Ireland. This goal is pursued through our mission to accelerate the development of a dynamic and sustainable screen industry and culture in Northern Ireland.

PLACEMENT OPPORTUNITIES

Northern Ireland Screen is partnering with a range of studios working in Northern Ireland's interactive sector (Video Games and Immersive) to offer Interactive Study Placements for students currently studying interactive related courses and seeking work experience.

The Interactive Study Placements are for 12 months, full time and paid (***Real Living Wage***), with the opportunity to work on some of the most exciting projects in Northern Ireland.

The Interactive Study Placements are open to students currently in full-time education who are seeking a work placement year as part of their college/university course. There are seven placement opportunities available with a number of local Interactive and Video Game companies. Applicants can apply for multiple placements if they meet the essential criteria.

Essential Criteria
1. Applicants must be in full time education at a FE/HE Institution and are seeking a placement for their work experience year. Applicants must be planning to return to full-time education at the end of the placement to complete their course
2. Applicants must be resident within Northern Ireland for the duration of the 12-month placement.
3. Applicants must demonstrate they are studying a course which is relevant to the Interactive Sector (Video Games and Immersive) for example: 2D Art/Animation, 3D Modelling/Animation, Game Design, Computer Science, VFX, UX/UI Design.

* Please only apply if you meet all the essential criteria. If you don't meet the essential criteria, your application will be deemed ineligible *

Please see below for further clarification on each individual placement:

1. BillyGoat – Programmer

2. Brain and Nerd – Junior Games Designer

3. Buck Eejit – 3D Generalist

4. GoTestify – Junior Test Lead

5. INCISIV – 3D Generalist

6. RETìníZE – Production Assistant

7. RocketFlair – 3D Generalist

BILLYGOAT – PROGRAMMER

Background:

BillyGoat Entertainment is a video game developer based in sunny Belfast, Northern Ireland. Established in 2010 'The Goat' specialises in crafting jovial, light-hearted, comedic experiences for consoles and PC. Our titles include the comedy adventure game, Her Majesty's SPIFFING, and co-op shopping-kart racer, Supermarket Shriek.

Post	Programmer
Salary Scale	Real Living Wage
Start Date	August / September 2022

Job Description:

We are keen to offer a talented programmer a study placement in our Belfast studio. This role would be appropriate for a computer science/ programming student with an interest in console video game development. Individuals with experience using the Unity game engine (or similar) and experience coding in C# would be a plus but not a requirement.

The successful applicant will contribute to the development of our upcoming Xbox Series/ PS5 / PC game and will be expected to integrate into our established team. We're looking for a motivated problem solver with an understanding of the game development process.

Essential Criteria:

- Demonstrable experience in computer science/programming background
- Ability to work and communicate within a team
- Problem solver

Desirable Criteria:

- Experience of using Unity Game Engine (or similar)
- Experience of coding in C#
- Interest in video game development for Console

Any links to examples of work / personal projects would be encouraged as well.

BRAIN AND NERD – JUNIOR GAME DESIGNER

Background:

Brain and Nerd is seeking to place a Junior Game Designer to help us develop new innovative game concepts for our range of PC and console prototypes. This placement role holder will make important contributions to the design of our live projects, working closely with all leads as well as our team's artists and programmers on new features and designs. This placement is for someone studying a relevant field, such as game design, game development, computer science, animation or art and design.

Post	Junior Game Designer
Salary Scale	Real Living Wage
Start Date	August / September 2022

Job Description:

- Designing across multiple facets, including creating design documentation, level design, UI/UX pipelining and systems design
- Creating professional game documentation, including technical documents, data entry, game balancing sheets, narrative script frameworks, integration of multimedia elements, and collaborative design documents
- Maintaining strong communication with the different department leads (Production team, Art Director, Lead Programmer)
- Updating existing materials to ensure all game design materials are reflective of our progress and direction
- Helping us develop prototypes to explore new game ideas, including R&D, market research, and contributing to collaborative ideation sessions.

Personal Profile:

- Clear passion for video games – we don't mind what or how you play, but you need to be prepared to discuss why you enjoy what you do in detail!
- Loves learning new tools and systems and isn't afraid to say "I don't know, but I can find out!" – placement is your chance to play around with new skills with the support of professionals
- A keen creative problem solver with the imagination to come with some answers to big game design questions
- An excellent communicator who doesn't need to be the loudest person in the room but makes their voice heard in collaborative environments

- A brilliant independent thinker who can complete research and tasks within their skillset independently for group presentation and feedback
- Openminded approach to the world of work and what our industry and our audience looks like – diversity and inclusivity should mean something personal to you
- The ability to work well from home – the position will be remote, but that doesn't mean we're not team players who communicate well.

Essential Criteria:

- Clear passion for video games – we don't mind what or how you play, but you need to be prepared to discuss why you enjoy what you do in detail!
- Experience in game creation, to include at least one of the following: - Personal projects (college/uni, homemade, etc.) to at least a prototype level - Level concepts, design documents, scripts or mod creation for an existing game
- Experience with one or more creative tools. (Unity, Unreal, Blender, Maya, Twine, Figma etc.)
- Good experience with multimedia software (Office, Adobe etc.).
- Solid planning and project management knowledge – you should be familiar with some form of project management tool (Trello, Ora, Jira, Monday etc.)
- Ability to meet deadlines

Desirable Criteria:

- Some fundamental experience with Unity.

BUCK EEJIT – 3D GENERALIST

Background:

Buck Eejit Games are a brand new game development studio based in Belfast. We may be a brand new start-up but are looking to expand quickly to bring a host of top talent together to create fun and innovative games! We have a number of projects in the pipeline and a process to identify the next cool and innovative projects to work on. We offer a flexible hybrid working environment. We are in the process of securing the lease on a great office space in the heart of Belfast. The industry won't go back to 5 days a week in an office and we are absolutely an advocate for that, we intend to work around your needs to ensure your work/life balance is at the forefront.

Post	3D Generalist
Salary Scale	Real Living Wage
Start Date	August / September 2022

Job Description:

This role will be assisting the art teams in the creation of assets across different projects. The role can cover modelling, sculpting, texturing, rigging, animation and motion capture with the expectation you will specialise in the field that appeals most to you. With support, you'll create 3D content for real projects and ensure the work is in line with the project's technical and artistic direction. There is also the opportunity to produce work to inspire and use in future projects. The successful candidate will be expected to:

- Model and texture realistic or stylistic modular, hard-surface and organic assets using industry standard art tools
- Create realistic materials and textures using physically-based shaders for use on architecture and organic models
- Proactively work with designers to deliver on gameplay functionality while achieving aesthetic goals
- Work with the art team to bring to life the vision and adhere to the aesthetic and technical standards set by the art leads
- Assist with optimisation and debugging to fix the issues raised by testers
- Develop an understanding of best practices, production pipelines and workflows.

Essential Criteria:

- Demonstrable experience in creating 3D assets/models
- Experience using computer graphic software (e.g. Blender, Autodesk 3ds Max or Maya)
- Comfortable working within a team environment
- Good attention to detail

Desirable Criteria:

- Interest in any of these areas - sculpting, texturing, rigging, animation and motion capture
- Experience in Unity animation/asset pipelines

GOTESTIFY – JUNIOR TEST LEAD

The Company:

Go Testify is a fast-growing User Research Platform, working with the biggest game studios in the world, which aids our customers to gain valuable insights at pace and help them to improve their games and increase their revenues.

Our Company Culture focuses wholly on collaboration, autonomy, innovation and compassion. Working at Go Testify, we will help you to unlock your ambition, turn your ideas into world-changing realities, and you can join an organisation where every voice makes a difference, and every difference creates a step towards better decisions.

Post	Junior Test Lead
Salary Scale	Real Living Wage
Start Date	August / September 2022

Role Description:

We are seeking a Junior Project Lead who will be responsible for delivering high-quality player feedback through the management of our customer's projects.

Our Junior Project Lead must be highly organised and possess the skills to multitask and retain significant information at any one time. They must possess a passion for games and have knowledge of navigating android, iOS and PC platforms.

Key Responsibilities:

- Lead multiple small to midsize projects end to end following customer requirements
- Independently Identifies challenges and problem solves
- Conduct Quality Assurance checks on games prior to project launch
- Complete project tasks from end to end i.e. project step-up/surveys/player screening process/player security vet calls etc.
- Quality assess automated intelligence prior to customer handover
- Build and deliver effective reporting to the wider team and Operations
- Own and drive efficiencies in our internal processes to create smarter ways of working
- Maintain excellent service standards, going above and beyond to ensure customer satisfaction and retention
- Seamlessly solve customer and player pain points and issues, seeing each interaction
- Provide technical support to our Players when dealing with inbound queries during live projects

Essential Criteria:

- Competent in various tech platforms including PC, iOS and Android devices
- Communications and presentation skills that are proven to be highly effective when communicating with external and internal stakeholders
- Highly organised and a strong planner, making sure all projects are well planned out prior to launch and any meetings with Operations
- Ability to work to strict deadlines and works well under pressure with strong and reliable decision-marking skills.
- Ability to adapt to changing parameters within the project in real-time with a get things done personality
- Be approachable and supportive to team members to aid their training and development

INCISIV Ltd – 3D Generalist

Background:

INCISIV is a neurotechnology company passionate about making a difference. We are an enthusiastic and talented team dedicated to getting award-winning research out of the lab and making a real difference to people's lives. By combining virtual reality with behavioural analytics, we develop VR games that are used by elite sports clubs but that are also available on the AppLab ([CleanSheet](#)).

Post	3D Generalist
Salary Scale	Real Living Wage
Start Date	August / September 2022

Role Description:

- Help develop creative models/assets to integrate within Unity 3D
- Work closely with technical director to achieve expected visuals
- Optimise low-poly 3D models or assets
- Work closely with Unity developers for assets and/or animation integration

Essential Criteria:

- Comfortable working within a team environment with strong interpersonal and communication skills
- Demonstrable expertise in creating 3D assets/models with using computer graphic software (e.g. Blender, Autodesk 3ds Max or Maya)
- Experience in Unity animation/asset pipelines
- Willing to undertake challenging tasks
- Able to optimise animations or assets for VR environments
- Good attention to detail

Desirable Criteria

- Model rigging
- Working with MoCap data to achieve realistic human motion
- Developing asset workflows for Unity
- Experience texturing with relevant 3rd party packages

RETÍNÍZE – PRODUCTION ASSISTANT

Background:

RETìníZE is one of the world's leading immersive-tech studios, working across AR, VR, multi-screen installations and software development. For the past few years we've been in stealth mode, developing Animotive - an innovative VR SaaS product set to disrupt the 3D animation production pipeline, making it completely intuitive. Animotive allows anyone to be an animator. We built our global reputation creating immersive experiences for major brands, such as the BBC, National Geographic, BMW, Land Rover , Seagate and WHO, collecting several international awards along the way. Our roots and reputations lie in high-end global film & television. At heart, we're experienced creatives with an intimate knowledge of the techniques required to harness immersive-tech to liberate the creative process.

Post	Production Assistant
Salary Scale	Real Living Wage
Start Date	August / September 2022

Job Description:

In your role as a Production Assistant, your time will be spent mainly creating; writing; filming; editing and producing digital content working closely with our Art Department.

Essential Criteria:

- A strong eye for design: colour, layout/composition, typography
- A passion for digital media
- Excellent communication skills; writing, proof reading and editing skills in English.
- Some level of experience with Adobe Creative Cloud (Photoshop, Premiere etc.) or equivalent.
- Commitment, reliable with time-management skills.
- Organised and detail oriented, with the ability to manage multiple projects at one time.

Desirable Criteria:

- Experience with immersive technology

ROCKETFLAIR – 3D GENERALIST

Background:

We are a strong dedicated team that love city builder games and all the trials and challenges that comes with their development. The complex systems, the focus on production chains, the ingame progression of the city and its population but most of all the challenges of building a real living city. We want the player to feel proud of what they built, not only in scale but also in beauty and function.

Post	3D Generalist
Salary Scale	Real Living Wage
Start Date	August / September 2022

Job Description:

We're looking for a 3D artist to join the art team. The ideal candidate will have experience creating high quality 3D art in a professional environment, while keeping to key deadlines. The role is flexible and there is a wide variety of unique 3D assets to be created.

Essential Criteria:

- Create high quality 3D art for games.
- Experience with Hard Surface modelling.
- Experience creating art within constraints (e.g maximum triangle counts for models)
- Proficient in 3D Programs (Blender, Maya or Equivalent).
- Strong Portfolio of 3D assets.
- Desire to learn more, and take on new technology to help us build our future projects

Desirable Criteria:

- Experience in Unity Asset Pipelines