

INTERACTIVE STUDY PLACEMENT SCHEME CANDIDATE INFORMATION PACK

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 Work Placements to applicants who have recently completed an interactive related course.

The Interactive Work 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 Work Placements are open to applicants who have completed their FE/HE course within the last two years. There are nine placement opportunities available with a number of local Interactive and Gaming companies. Applicants can apply for multiple placements if they meet the essential criteria.

Essential Criteria

1. Applicants must have completed their FE/HE course within the last two years (graduated/finished their course as of 01/06/2020)
2. Applicants must be resident within Northern Ireland for the duration of the 12-month placement.
3. Applicants must demonstrate they have studied 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 include a link to your portfolio in your application***





Please see below for further clarification on each individual placement:

- 1. Bellular** – Quality Assurance
- 2. Buck Eejit** – Programmer
- 3. Go Testify** – UX Researcher
- 4. Imaginati** – Programmer
- 5. INCISIV** – Unity Programmer
- 6. Retinize** – 3D Generalist
- 7. RocketFlair** – Programmer
- 8. Sentireal** – 3D Generalist
- 9. Whitepot Studios** – Unity Developer



BELLULAR STUDIOS – QUALITY ASSURANCE

Background:

Bellular Studios is the game studio connected to the Bellular YouTube channels. They are currently developing 2D branching narrative isometric RPGs, including their latest project, The Pale Beyond, which is being published by Fellow Travellers. Bellular Studios is seeking a Quality Assurance Coordinator.

Post	Quality Assurance
Salary Scale	Real Living Wage
Start Date	To be confirmed

Job Description:

The role will include the opportunity to learn how to implement some fixes to bugs in-engine themselves. Further opportunities will be provided for in-house training in specific disciplines under department heads.

Responsibilities include:

- Liaising with the Game Director and department leads on bug fixes and live builds of our current projects.
- Sifting through playtest footage, identifying and logging bugs to the relevant departments.
- Playing builds of the game and logging bugs of their own in an organised database.

Bellular Studios operates a hybrid in studio and working from home approach, and is open to accommodating the needs of each individual.

Essential Criteria:

- Good attention to detail
- Comfortable working within a team environment
- Good written/verbal communication
- Interest in video game development

Desirable Criteria:

- Experience of using Unity Game Engine (or similar)

Candidates from all backgrounds, and all levels of previous experience, are encouraged to apply.



BUCK EEJIT – PROGRAMMER

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	Programmer
Salary Scale	Real Living Wage
Start Date	To be confirmed

Job Description:

This role will be assisting the development teams working on a number of projects. Working as part of a team, and reporting to the Lead Programmer, responsibilities include programming game systems, solving technical problems, and debugging. The ideal candidates are passionate about programming and games, work well as part of a team, and looking to join an exciting and growing studio. There is also the opportunity to produce work to inspire and use in future projects. The successful candidate will be expected to work on:

- Prototyping and developing games following game design documents while actively participating in the final QA and release processes, primarily using Unity game engine.
- Developing a range of game systems, which may include character controller, AI, procedural creation, and UI systems.
- Maintaining and updating existing code base.
- Developing tools to assist with the development workflow.
- Contribute to technical documentation.

Essential Criteria:

- Passionate about programming and games
- Comfortable working within a team environment
- Good attention to detail

Desirable Criteria:

- Experience of using Unity Game Engine (or similar)
- Experience of coding in C#



GO TESTIFY – UX RESEARCHER

Background:

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	UX Researcher
Salary Scale	Real Living Wage
Start Date	To be confirmed

Job Description:

We are seeking someone passionate about games to assist the UX team in delivering insights/reports for Customers and our Product Team.

Responsibilities:

- Analysis of Player feedback to assist report writing and drawing of conclusions
- Summarise survey or interview feedback into themes
- Prepare progress reports for internal teams & customers
- Review and edit data to ensure completeness and accuracy of information
- Assist user researchers & product teams with gathering insight from customers
- Assist in the testing of internal products/platform UX updates
- Summarise project results for key stakeholders
- Attend project meetings
- Conduct literature reviews
- Perform miscellaneous job-related duties as assigned

Essential Criteria:

- Communication and presentation skills, as well as comfortable with conducting interviews.
- Strong attention to detail with critical thinking skills
- Good knowledge of statistical and graphical analysis of data, as well as strong data collection skills
- Ability to maintain quality, safety and/or infection control standards
- Planning and scheduling



IMAGINATI – PROGRAMMER

The Company:

Based in the centre of Belfast, the Imaginati are working on an original multiplayer action games for PC, PlayStation 5, and Xbox, using the Unreal 5 engine.

We're looking for passionate programmers and artists who want to make ground-breaking games that can appeal to millions of gamers.

Our culture is relaxed and informal where everyone's opinion is valued, and you will be given a high degree of autonomy over your work. As part of a small team you will be expected to make a big contribution to the final game.

We believe initiative, talent and passion are as important as education and experience. In other words, your portfolio is as important as your qualifications.

Post	Programmer
Salary Scale	Real Living Wage
Start Date	To be confirmed

Role Description:

- We are keen to offer a talented programmer a work placement in our Belfast studio. This role would be appropriate for a computer science/ programming student with an interest in PC/console video game development. Individuals with experience using the Unreal 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 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.
- 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:

- Knowledge of C++
- Demonstrable experience in computer science/programming background Graduate degree 2.1 or higher (or an amazing playable demo built by you from scratch.)

Desirable Criteria:

Experience of one of the following:

- Unreal Engine 4.0 or above
- AWS services database design.

INCISIV LTD – UNITY PROGRAMMER

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	Unity Programmer
Salary Scale	Real Living Wage
Start Date	To be confirmed.

Role Description:

- Develop new immersive VR environments and/or help support existing VR products (Quest/HTC Vive)
- Be innovative and can master new techniques and acquire knowledge to quickly solve technical problems that may arise during development.
- Proficient in multi-tasking and working across multiple projects
- Contribute to planning and management of daily tasks

Essential Criteria:

- Demonstrable experience working as a Unity Developer and coding in C#
- Comfortable working within a team environment
- Willing to undertake challenging tasks
- Enthusiastic in programming robust and extensible code

Desirable Criteria

- Good attention to detail with UI/UX development experience
- Good mathematical and/or physics skills
- Experience with version control



RETÍNÍZE – 3D GENERALIST

Background:

RETÍNÍZE 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	3D Generalist
Salary Scale	Real Living Wage
Start Date	To be confirmed

Job Description:

In your role as 3D Generalist, you will be fully hands-on with this exciting R&D proposition. Your time will be spent mainly creating high quality 3D assets.

Responsibilities:

- Collaborate with the Art Department to plan, visualise and deliver 3D assets.
- Provide efficient modelling and converting of data sets from 3D modelling packages.
- Work on architectural 3D Modelling, Unwrapping, Texturing, Lighting, Camera Animation, Rendering on Visuals and Walk-through projects.
- Undertake 2D image compositing, finishing and retouching operations on 3D renderings.
- Good knowledge and brilliant eye for details in Post-Production to enhance visuals using Blender, Maya and other plug-in special effects software.
- Stay updated with the latest software used in the visualisation field.
- Explore new technologies to improve the quality of visualisations and increase efficiency.

Essential Criteria:

- Demonstrable experience creating 3D assets with knowledge and understanding of all things 3D; modelling, texturing, look development, layout and lighting.
- A great eye for detail and an accurate perception of form, scale and proportion.
- Excellent interpersonal skills and professional integrity.
- Good awareness of design trends.
- Excellent problem-solving skills.
- Experience optimising 3D assets for realtime/game engines.

Desirable Criteria:

- Some knowledge of Unity
- Experience working in VR.



ROCKETFLAIR – PROGRAMMER

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	Programmer
Salary Scale	Real Living Wage
Start Date	To be confirmed

Job Description:

We're looking for a programmer to join the coding team. The ideal candidate will have experience writing clean and efficient code in a professional environment, while keeping to key deadlines. You will be Brainstorming game concepts, design elements, and specifications with the game design team. The role is flexible and there is a wide variety of game concepts that need to be designed, implemented and reviewed.

Essential Criteria:

- Comfortable working in a team environment, collaborating with programmers to set work schedules and deadlines.
- Ability to select suitable game frameworks and translate concepts into clean and efficient code.
- Ability to design and test gameplay features and prototypes

Desirable Criteria:

- Experience of using Unity Game Engine (or similar)
- Experience of coding in C#

On offer in return: An inclusive, relaxed and friendly workplace environment. Challenging and rewarding work pushing forward the boundaries of animation and immersive media.



SENTIREAL – 3D GENERALIST

Background:

'Sentireal® was established in 2013 and creates software applications using augmented and virtual reality technologies. Sentireal's software provides immersive training and guidance using smartphones, tablets and augmented reality/virtual reality headsets.

At present, Sentireal operates in markets including healthcare, tourism and leisure, construction, safety training and manufacturing. We strive to work in partnership with new and existing clients, producing bespoke applications to meet their needs.

Since inception, we have witnessed a huge rise in the use of immersive technology, at both enterprise and consumer level, and we aim to capitalise on this growth. Our company has grown steadily, and we have exciting expansion plans in place.'

Post	3D Generalist
Salary Scale	Real Living Wage
Start Date	To be confirmed

Job Description:

We are seeking a 3D generalist to create digital media for Sentireal's Virtual, Augmented and Mixed Reality products.

Duties include:

1. Managing Content Requirements - Creating system-level content requirements from market or customer requirements using agile development techniques
2. Capturing content requirements using approved tools such as storyboards
3. Capturing Content - Capturing high-quality immersive media using 360-degree cameras and microphones
4. Generating Content - Generating 3D models using modelling tools such as Blender, Maya and 3ds Max, generating still-image content using tools such as Adobe Photoshop and generating 2D animated content using tools such as Adobe After Effects.
5. Editing Content - Editing 360-degree videos using tools such as Adobe Premiere Pro and editing audio using tools such as Adobe Audition

6. Processing Content - Adding effects to 360-degree images and videos using tools such as Adobe Premiere Pro; Adding animation to 3D models using modelling tools such as Blender, Maya and 3ds Max; Adding effects to audio using tools such as Adobe Audition
7. Verifying Content - Collaborating with other content designers and software engineers in content, software and system review activities
8. Demonstrating Content and Products - Demonstrating Sentireal content and products to existing and potential customers in their own or Sentireal's offices and trade shows
9. Reporting - Providing verbal and written reports to Line Managers when required
10. Other Duties - Undertaking any other reasonable duties requested or delegated by Line Managers

Essential Criteria:

- Achieved at least Level Three or above qualification in any of the following disciplines:
 - Interactive Media
 - Graphic Design
 - Animation
 - Game Development
- Demonstrable practical experience in:
 - Adobe Premiere Pro
 - Maya/Blender/3ds Max
 - Adobe Photoshop
 - Adobe Premier Pro
 - Adobe After Effects
- 3D Generalist skillset – modelling, texturing, animation and rigging.
- Excellent communication and interpersonal skills
- Ability to work to deadlines
- Ability to use initiative and work as part of a team

Desirable Criteria:

- Achieved at least 2.1 degree or above qualification in a relevant discipline
- Demonstrate experience in computer animation
- Experience in 360-degree video capture and editing
- Completed a placement or post graduate year working in media creation



- Demonstrate a knowledge of Virtual, Augmented and Mixed Reality technologies and their applications
- Experience in producing 3D media for Virtual, Augmented and Mixed Reality applications.
- Experience with Maya to Unity content pipeline.
- Ability to adopt a flexible approach

Candidates must be prepared to submit a showreel demonstrating recent work.



WHITEPOT STUDIOS – UNITY DEVELOPER

Background:

Whitepot Studios is an award-winning indie game development studio. Founded in 2016, we have been making and creating with a wee bitta magic – be it through creating games for our own IP portfolio, or through bespoke client work.

Post Unity Developer

Salary Scale Real Living Wage

Start Date To be confirmed

Job Description:

Our team is looking for a remote Unity C# Developer to assist with the development and implementation of a wide and varied range of client projects at different stages - from prototype to port, from pre-production to polish. Projects may be gaming or business related, and can vary in scope - for example, some of our recent client work has included:

- Developing & deploying a casual game to improve exhibition sales
- Polishing an existing RPG to vertical slice quality
- Resurrecting an old game made in a version of Unity that no longer works

What you'll be doing:

- Working remotely on Unity solutions for clients as part of a small, focused team.
- Taking instruction from the studio's technical lead and business development manager.
- Delivering cross-platform game/business solutions (mobile, web, PC, console).

Ideal Profile:

- You are eager to learn new skills and enjoy solving problems
- You are able to work autonomously and can be trusted to deliver against timelines
- You are happy to share or document your methodologies
- You are comfortable communicating within a small team in a remote working environment



Essential Criteria:

- Prior experience with the Unity game engine and proficiency in C#
- Clear understanding of Unity's component-driven architecture and Single Responsibility Principle (SRP)
- Prior experience in debugging, troubleshooting, and resolving issues
- Prior experience of using source control (e.g. GitHub, BitBucket)
- Knowledge of agile methodologies and tools (e.g. SCRUM, Kanban, JIRA)
- Have previously created or delivered a game as part of a team