



Intern or Coop Programmer

We are Velan Studios, an independent game developer with a passion for the unconventional, and we are looking for programmers to intern with us. We have two requirements:

1. We use C (our preference) and C++ (if we must), to create games and related things. You must be comfortable in C and C++, having used either/both in school or on your own to create something substantial.
2. Our curiosity drives us. You must be deeply curious about something, and have some evidence of that curiosity. We are looking for interns that demonstrate a pattern of persistent and self-motivated exploration.

Internships and coop experiences typically range from 3 to 6 months in length, 40 hours a week. (This is not a hard and fast rule, and we are happy to consider exceptions.) As an intern you can expect to work on real code for real products as part of Velan's programming group. All internships are paid.

We use a collaborative, cross-discipline, and iterative development process. We work on constrained hardware (CPU, GPU, memory) and with hard performance targets (60Hz refresh rate). Beyond that, the problem domain is very broad. Some projects previous interns have worked on include:

- Console graphics tech to support a new IP.
- Web-based continuous integration tools.
- Level building tools for designers and artists.

In addition to the two requirements above, interns need to be ready to embrace our studio values including:

- World class through unconventional thinking.
- Respect for players and colleagues. Ready for the responsibility that comes from that respect.
- Regional technology and game development community engagement.

If you think Velan Studios might be a fit for you, please apply:

- Email jobs@velanstudios.com with a resume and cover letter. Put "Intern Programmer" in the subject line.
- In your cover letter, please share one thing you are passionate about – it can be completely unrelated to programming and games – and has come from this interest.