



DATA WAREHOUSE INTERN

Responsibilities:

- Identify and solve a variety of very complex and technical problems
- Write complex TSQL code against very large behavior-related data sets to identify the targeted behavioral patterns for a game team of your choice
- Help identify new reporting tools in need of creation
- Based on collected data, create tools and reports which your game team can utilize and benefit from

Educational Requirement:

- Candidates must be in the process of earning a BS in Engineering, Economics, or a similar degree

Internship Payment:

- This is an unpaid internship however we are looking for candidates interested in exchanging their internship experience for college course credits.

Availability:

- The internship program will run from June 7, 2010 – August 27, 2010
- Candidates must be available for a minimum of 2 months, contributing a minimum of 12 hours/week

Application Submission – Additional Information Required:

- Please provide an outline of courses or projects you've completed which you feel are relevant to this internship
- Please provide a brief summary on what genuinely interests you about online games, particularly MMORPGs (massively multiplayer online role playing games)
- Please provide a brief summary on your professional goals for the next 10 years and where you aspire to be