



## GRAPHIC DESIGN INTERN

### **Responsibilities:**

- Design new graphics from previous creative project documentation
- Turn ideas and concepts into visually rich and functional designs
- Conceptualize and design user interfaces and graphical components for integration into GamersFirst website
- Monitor project development schedules and prioritize to meet deadlines
- Continually review, manage, and implement changes to design practices

### **Additional Requirements:**

- Design/creative skills in website UI design, print and aesthetic layouts
- Well developed creative problem solving skills and an understanding of marketing processes
- Ability to translate verbal or written concepts into visually stunning layouts

### **Educational Requirement:**

- Candidates must be in the process of earning a BA in Fine Arts, Graphic Design, 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 a link to online portfolio of completed web graphic design work
- Please provide a brief summary on what genuinely interests you about online games, particularly MMOGs (massively multiplayer online games)
- Please provide a brief summary on your professional goals for the next 10 years and where you aspire to be