

VIDEO GAME AND TABLETOP GAME RESOURCES

Employment/internship opportunities and specializations within the industry

INTERNSHIPS WITHIN THE GAME DESIGN SECTOR

Securing an internship within the video game/tabletop game sector can be a time consuming and competitive process. When creating a plan to apply for such an internship, be sure to adequately prepare for the rigorous application process. When hiring interns, companies in these fields look for individuals with an extensive portfolio/reel in the specific area of the internship. These internships will likely be focused on a particular subject, rather than a more general one. Refer to the Internship/Job Specialties list below to review some potential internship focuses. In addition to a stellar portfolio, companies will also look for students who are passionate about their company and products. Tailoring your resume to the particular position you are applying for will strengthen your application. Companies often have extensive information on the types of portfolios/reels they wish to see in their internship applications, so be sure to take time to read through the application instructions thoroughly.

While the following resources linked below were developed by the companies to assist people applying to their own opportunities, the information within them (especially regarding portfolios) is also applicable more generally:

Study Guides

Riot Games Internship Study Guides [Tips and Tricks for Applying](#) and [Art Portfolio Tips and Advice](#)
[Epic Games Career Paths Resources](#)
[Activision Interview Preparation Guide](#)
[Atomhawk Portfolio Tips](#)
[Wizards of the Coast Portfolio Tips](#)

INTERNSHIP/JOB SPECIALITIES

2D Concept Art	Cutscene Animation	Rigging
2D Texture Art	Environment Art	Scriptwriting
3D Art	Exterior Art	SFX
3D Concept Art	Gameplay Animation	Shading Art
AI Engineering	Gameplay Engineering	Software Engineering
Animation	Gameplay Programming	Systems Design
Animation Surfacing	Graphics Engineering	Technical Animation
Art Production	Level Art	Technical Character Art
Audio Direction	Level Design/Building	Technical Environment Art
Audio Programming	Lighting	Technical Writing
Blendshape Art	Localization	Tools Programming
C++ Coding	Motion Capture	UI
Character Art	Motion Graphics	UI Research
Character Concept Art	Narrative Design	UX/UI
Choreography	Physics Engine Programming	VFX
Cinematic Character Modeling	Physics Programming	Video Editing
Cinematics	Prop Art	Voice Over Design
Combat Design	R&D	World Building
Controls Design	Rendering	Writing
	Rendering Programming	

VIDEO GAME DEVELOPERS

Activision

Internships: <https://careers.activision.com/internship-program>
Jobs: <https://careers.activision.com/>

Bandai Namco

Jobs: <https://www.bandainamcoent.com/careers>

Big Huge Games

Jobs/internships: <https://bighugegames.com/careers/>

Bioware

Jobs: <http://www.bioware.com/careers/>

Blizzard

Internships: <https://careers.blizzard.com/global/en/internships>
Jobs: <https://careers.blizzard.com/global/en>

Bungie

Jobs/internships: <https://careers.bungie.com/jobs>

Cloud Imperium Games

Jobs: <http://cloudimperiumgames.com/join-us>

Cold Iron Studios

Jobs: <https://cold-iron-studios.breezy.hr/>

Double Fine

Jobs: <http://www.doublefine.com/jobs>

EA

Jobs: <https://www.ea.com/careers/careers-overview>
Internships: <https://www.ea.com/careers/students>

Epic Games

Internships: <https://www.epicgames.com/site/en-US/students>
Jobs: <https://www.epicgames.com/site/en-US/careers>

Fun-gi Games

Jobs: <https://www.fun-gi.com/careers>

Hi-Rez Studios

Jobs/internships: <http://www.hirezstudios.com/careers/>

I Got Games (IGG)

Jobs/internships: <https://hr.igg.com/>

Insomniac Games

Jobs/internships: <https://insomniac.games/careers/>

inXile Entertainment

Jobs: <https://www.inxile-entertainment.com/careers>

Kabam

Jobs: <https://www.kabam.com/#section-openings>

King Show Games

Jobs: <https://www.ksg.com/careers>

Naughty Dog

Jobs: <https://www.naughtydog.com/careers>

Nintendo

Jobs: <https://careers.nintendo.com/job-openings/>

Niantic

Jobs/internships: <https://careers.nianticlabs.com/openings/>

Obsidian Entertainment

Internships: <https://www.obsidian.net/careers/internships>
Jobs: <https://www.obsidian.net/careers>

PopCap

Jobs: <https://www.ea.com/ea-studios/popcap/careers>

PerBlue

Jobs: <https://perblue.com/careers/>

Raven Software

Jobs: <https://careers.ravensoftware.com/>

Riot Games

Internships: <https://www.riotgames.com/en/university-programs>
Jobs: <https://www.riotgames.com/en/work-with-us>

Rockstar Games

Jobs: <https://www.rockstargames.com/careers/openings>

Rooster Teeth

Jobs/internships: <https://jobs.lever.co/roosterteeth>

Santa Monica Studio

Jobs/internships: <http://sms.playstation.com/careers/>

Sledgehammer Games

Jobs/internships: <https://careers.sledgehammergames.com/>

Sony Interactive Entertainment/Playstation

Jobs/internships: <https://www.playstation.com/en-us/corporate/playstation-careers/>

Survios

Internships: <https://survios.com/studio/internships/>
Jobs: <https://survios.com/studio/careers/>

Take-Two Interactive

Jobs: <https://careers.take2games.com/>

Treyarch

Internships: <https://www.treyarch.com/internship>
Jobs: <https://careers.treyarch.com/>

Turtle Rock Studios

Jobs: <https://www.turtlerockstudios.com/careers>

Ubisoft

Internships: <https://www.ubisoft.com/en-us/company/careers/interns-graduates>
Jobs: <https://www.ubisoft.com/en-us/careers/experience.aspx>

Valve Software

Jobs: <https://www.valvesoftware.com/en/>

Well Told Entertainment

Jobs: <http://welltold.io/careers/>

Wevr

Jobs: <https://wevr.com/about/careers>

Wizards of the Coast

Internships: <https://company.wizards.com/en/news/internships-apprenticeships>
Jobs: <https://company.wizards.com/en/careers>

Zenimax/Bethesda

Jobs/internships: <https://jobs.zenimax.com/>

Zynga

Internships: <https://www.zynga.com/jobs/university/>
Jobs: <https://www.zynga.com/jobs/job-openings/>

TABLETOP AND BOARD GAME DEVELOPERS

Asmodee/Catan Studio/Fantasy Flight Games

Jobs/internships: <https://www.asmodeena.com/en/careers/>

Adam's Apple Games

Jobs/internships: <https://adamsapplegames.com/join-the-team/>

CMON

Jobs: <https://www.cmon.com/careers>

Games Workshop

Jobs: <https://jobs.games-workshop.com/>

Hasbro

Jobs/internships: <https://hasbro.eightfold.ai/careers>

Leder Games

Jobs/internships: <https://ledergames.com/pages/careers>

Privateer Press

Jobs: <https://home.privateerpress.com/careers/>

Wizards of the Coast

Internships: <https://company.wizards.com/en/news/internships-apprenticeships>
Jobs: <https://company.wizards.com/en/careers>

LOCAL GAME DESIGN

[IGDA Twin Cities](#) is a local chapter of The International Game Developers Association. IGDATC hosts monthly events for members and non-members. Their website has various resources related to game development.

Local Game Design companies include:

[Atlas Games](#)
[Chip Theory Games](#)
[Concrete Software](#)
[Fantasy Flight Games](#)
[Fight in a Box](#)
[Floodgate Games](#)
[King Show Games](#)
[Leder Games](#)
[Prolific Games](#)
[Spy Alley](#)
[Uffda Games](#)
[Wallride Games](#)
[We R Fun Games](#)

CONTACT CAREER DEVELOPMENT

Career Development staff is happy to provide more in-depth assistance regarding any of the topics covered in this handout. Please email careers@mcad.edu to schedule an appointment.

Becky Bates
Director of Career Development
bbates268@mcad.edu
612.874.3721

Sam Wencil
Senior Advisor
swencil@mcad.edu
612.874.3840