

## VIDEO GAME DEVELOPERS

Employment/internship opportunities and specializations within the industry

### 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/en-us/students/internships>

Jobs: <https://careers.blizzard.com/en-us/disciplines/art-animation-sound>

### Bungie

Jobs/internships: <https://careers.bungie.com/en-US/Careers>

### Cloud Imperium Games

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

### Cold Iron Studios

Jobs: <http://coldironstudios.com/careers/>

### 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

Jobs/internships: [https://epicgames.wd5.myworkdayjobs.com/en-US/Epic\\_Games](https://epicgames.wd5.myworkdayjobs.com/en-US/Epic_Games)

### 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>

### Naughty Dog

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

### Niantic

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

**Obsidian Entertainment**

Jobs: <https://www.obsidian.net/jobs/>

**Popcap**

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

**Rockstar Games**

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

**Rooster Teeth**

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

**Santa Monica Studio**

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

**Sledgehammer Games**

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

**Sony Interactive Entertainment/Playstation**

Jobs/internships: <https://www.playstation.com/en-us/corporate/about/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/careers/grads-and-interns.aspx>

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

**Well Told Entertainment**

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

**Wevr**

Jobs: <https://wevr.com/hiring>

**Zenimax/Bethesda**

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

**Zynga**

Internships: <https://www.zynga.com/careers/university>

Jobs: <https://www.zynga.com/careers/positions/categories/art-user-experience>

## 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	

## LOCAL GAME DESIGN

A directory of local developers (including weblinks) can be found on the website for the International Game Developers Association (IGDA) chapter for the Minneapolis/St Paul metro area in Minnesota. This list includes both table top game and video game companies.

IGDA Minneapolis/St. Paul: <https://igdatc.org/developer-directory/>

Internships have been conducted at the following companies included on the list:

Allen Interactions  
Concrete Software  
Fantasy Flight Games  
King Show Games

## CONTACT

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