### Game Design Internship

**Catlilli Games** ([www.catlilli.com](http://www.catlilli.com)) is searching for highly motivated interns to develop mobile apps based on Science/Technology/Engineering/Math (STEM) education games. Formed in January 2015, Catlilli Games was co-founded by a team of STEM professionals passionate about transforming education with gamification. The company was accepted for residency into the Virginia Serious Game Institute at George Mason University in July 2015.

**SUMMARY:**
We are looking for experienced and talented students with a variety of skills to join our young start-up. You will participate as a key member of our computer game design team, working with others to complete aspects of the software development life cycle: design, coding, testing, implementation and support. These will be unpaid internships, 10-15 hours/week, starting fall 2015.

**PRIMARY RESPONSIBILITIES:**
- Intern will be responsible for graphics **AND/OR** coding of mobile app development
- Intern will communicate with team members in order to coordinate the completion of projects
- Intern will meet project deadlines

**REQUIRED QUALIFICATIONS:**
- GMU Computer Game Design Major
- Extensive experience with Unity3D **AND/OR** advanced computer programming skills (C#)
- Solid software development lifecycle skills
- Creative, self-motivated, good time management skills

**PREFERRED QUALIFICATIONS:**
- Passion for tabletop games
- Strong interest in STEM education

**HOW TO APPLY:**
Please send resume to [catherine@catlilli.com](mailto:catherine@catlilli.com), addressed to Catherine C. Swanwick, Ph.D.