

Little Arms Studios – Internship Opportunities

Little Arms Studios (LAS) is a small indie company working on an unannounced title. LAS operates out of the VSGI on the GMU Science and Technology Campus (formerly Prince William Campus).

This unannounced title is a cooperative fantasy side scrolling puzzle platformer with stylized art and animations.

Please see below for position descriptions and application instructions.

Programming Intern

Little Arms Studios is seeking a talented programming intern to assist in creating systems, mechanics, and gameplay for the unannounced title. The programming intern will work with a programming team and producer to create various systems such as gameplay events, enemy behavior, system mechanics and more.

Students can receive internship credit for this position.

Key Responsibilities:

- Work with management to create mechanics and systems using C#, Unity, and Unity's 2D engine.
- Communicate with the design and programming teams to create pipelines and visual representations of designed mechanics
- Integration of assets into Unity2D.

Requirements:

- A passion for working with a team to create something new.
- Strong interpersonal skills.
- Ability to travel to the studio in Manassas at least once a week; parking passes can be provided for the VSGI assigned parking lot.
- Ability to write and understand pseudo-code.
- Experience with C#, Unity and Unity 2D.
- Resourceful when programming, thorough understanding of scripting references, API and other sources to work independently when needed.
- Good time management, communication, and collaboration skills.
- Ability to thrive in a team environment while being self motivated to work on assets outside of studio time.

Pluses:

- Understanding of the Agile software development model.
- Experience with TortoiseSVN or other version control tools.
- Understanding of Google Drive.
- Prior experience working on group projects.
- Experience with AI programming.
- Experience with Microsoft Excel.

2D Art Intern

Little Arms Studios is seeking a talented 2D Art intern to help us create a unique and fun universe. The intern will create environment assets ranging over different worlds and species. The intern will work closely with the art team and producer to create high quality assets that can be used in modular ways to create deep, rich environments. Interns will also have an impact on the direction of the art for various locations in the game.

Students can receive internship credit for this position.

Key Responsibilities:

- Work with management to make 2D assets matching the existing art style.
- Design environment assets for new levels or locations.
- Integrate assets in Unity.
- Design and concept environment and terrain pieces.

Requirements:

- A passion for working with a team to create something new.
- Ability to travel to the studio in Manassas at least once a week; parking passes can be provided for the SGI assigned parking lot.
- Strong interpersonal skills.
- Experience with Adobe Photoshop and Illustrator or equivalent software to create textures and 2D art assets.
- Good time management, communication, and collaboration skills.
- Ability to thrive in a team environment while being self motivated to work on assets outside of studio time.

Pluses:

- Understanding of the Agile software development model.
- Experience with TortoiseSVN or other version control tools.
- Understanding of Google Drive.
- Experience with Unity3D and C# programming.
- Concept art experience
- 2D animation experience with tools such as Adobe After Effects, SmoothMoves, or Spine.

2D Animation Intern

Little Arms Studios is seeking a talented 2D Animator to help us create animations for characters, enemies and environmental objects. The intern will create a variety of animations for creatures including but not limited to bi-ped humanoids, insectoids, and quadrupeds.

Students can receive internship credit for this position.

Key Responsibilities:

- Work with management to create 2D animations that make creatures, players and NPCs come alive on screen.
- Work in SmoothMoves to create fluid animations with art assets.
- Integrate 2D Atlases into animation editor.
- Work with programming team to integrate animations into weekly builds.
- Design and concept environment pieces, characters, and enemies.

Requirements:

- A passion for working with a team to create something new.
- Ability to travel to the studio in Manassas at least once a week; parking passes can be provided for the SGI assigned parking lot.
- Strong interpersonal skills.
- 2D animation experience with tools such as Adobe After Effects, SmoothMoves, or Spine.
- Experience with Adobe Photoshop and Illustrator or equivalent software to create textures and 2D art assets.
- Good time management, communication, and collaboration skills.
- Ability to thrive in a team environment while being self motivated to work on assets outside of studio time.

Pluses:

- Understanding of the Agile software development model.
- Experience with TortoiseSVN or other version control tools.
- Understanding of Google Drive.
- Experience with Unity3D and C# programming.
- Concept art experience

Little Arms Studios And Interns:

We want the intern experience at LAS to be a wonderful experience that builds real world skills that will be used throughout the intern's career. Interns will be treated and respected as a full member of the team and will be expected to collaborate and be involved in the game creation process.

Please send your resume and portfolio to admin@littlearmsstudios.com to apply. In the subject line include the job you wish to apply for, for example **“Little Arms Studios – Programming Intern Application.”**