

Job Offer

6-Month Game Design Internship (mandatory internship, full-time) m/f/d



ABOUT FLYING SHEEP STUDIOS

Flying Sheep Studios is an independent games company of 20 people with great ambitions that has already shipped over 150 games. We have developed the tools to create the best-looking games specifically for mobile browsers and instant messengers and we strive to become a leader in these markets. We do work-for-hire, developing games for awesome brands, as well as creating our very own games and IPs.

Our office is located in the Cologne Game Haus, right in front of the Gamescom location, under one roof with 16 other games companies. We have built our company culture based on the following beliefs:

Diversity is the key to more creativity and better problem solving. Our team is currently composed of people from 7 different countries and over one third female team members. Our company language is English.

If we **enjoy ourselves** while making our games, this will translate into more fun games for our players. So we make sure to keep a harmonic atmosphere, and have regular voluntary team events (LAN parties, board game nights, karaoke etc...)

Structured processes enable us to deliver games without unnecessary stress. We are never satisfied with the status quo, therefore we use every opportunity to learn and improve our skills and processes, to enable us to meet all deadlines without having to crunch. This is important for our last point because...

... we believe that a **healthy work-life balance** is essential for an enjoyable work environment. Not only have we been able to avoid crunch completely the 6 years of our existence. We also offer flexible working time, home-office, and overtime is compensated in free-time.

If these values fit your own expectations of a desirable workplace, then here is your chance to join our team!

TASKS

- Creating design documents, core systems, features, UI flows, and gameplay
- Ensuring compatibility of game design with F2P monetization
- Work autonomously in cooperation with producer, developers and artists
- Reverse engineering of games or game systems
- Balancing of character skills & systems
- Setting up, organizing and working with spreadsheets

YOUR PROFILE

- Currently enrolled in university and looking for a mandatory internship position
- Game enthusiast
- Fluent in written and spoken English
- Interest in various game styles and designs
- Knowledge in game design and game theory
- Skilled in Google Docs or equivalent software
- Some understanding of statistics

ADVANTAGEOUS EXPERIENCE

- Ongoing or completed degree in Design or equivalent experience
- Knowledge of mobile and F2P design fundamentals
- Excellent written and verbal communication skills
- Highly empathic to coworkers and audience
- Hands-on experience in creating mobile games
- Fluent in written and spoken German

WE OFFER YOU

- A relaxed and flexible work environment
- The opportunity to contribute your own ideas
- Working with cutting edge web and game technologies
- Work on a variety of projects
- To grow together with an ambitious game studio

INTERESTED?

If you want to join us, send us your application documents, and portfolio at jobs@flying-sheep.com

Flying Sheep Studios GmbH

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