

ABOUT FLYING SHEEP STUDIOS



We craft truly frictionless games.

Flying Sheep Studios is a game company of 12 people with great ambitions that has already shipped over 200 crossplatform webgames. We do work-for-hire, developing games for awesome brands, as well as creating our very own games and IPs

Even though we have an office located in Cologne, right in front of the Gamescom location, our team may work remotely from anywhere in Germany.

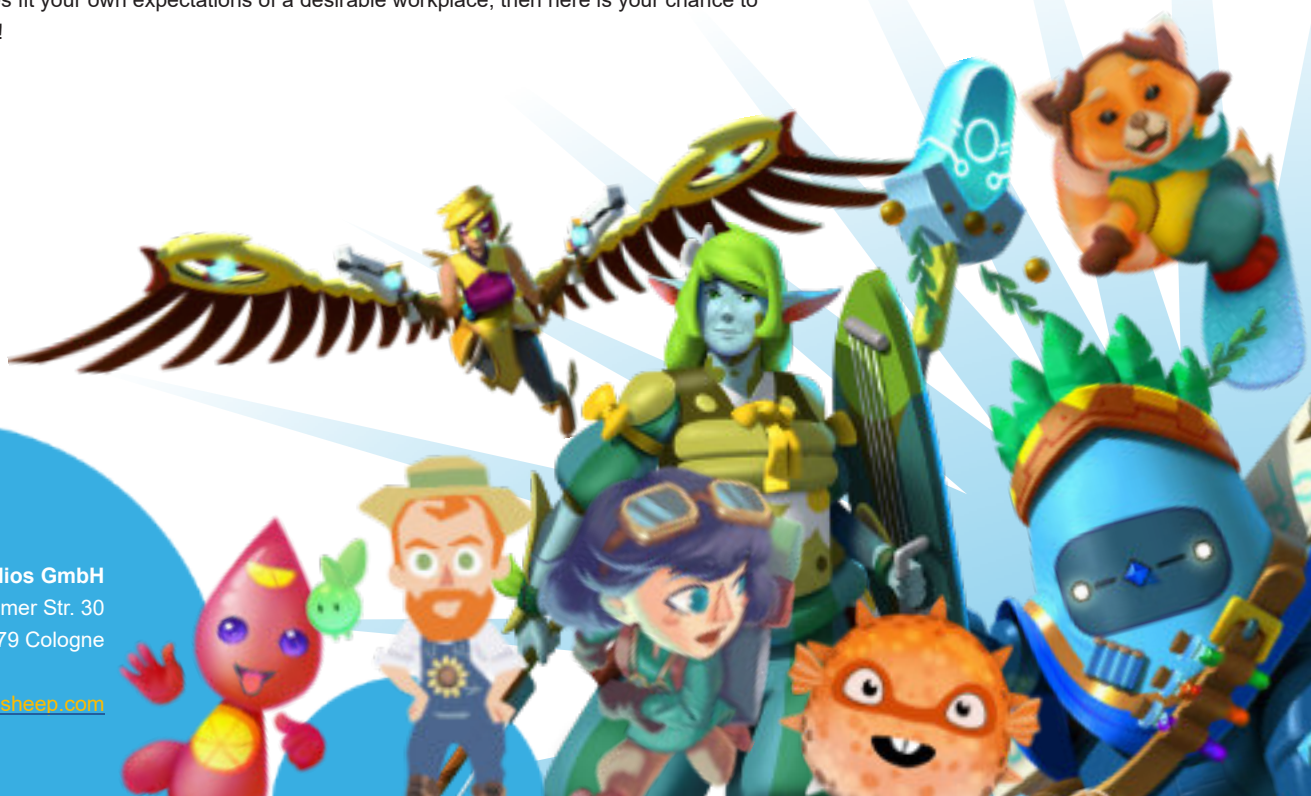
We have built our company culture based on the following beliefs:

Diversity is the key to more creativity and better problem solving. Our team is currently composed of people of 4 nationalities 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...)

Continuous improvement of our processes enables 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 for the 9 years of our existence. We also offer flexible working time, flexible working place (Cologne office or anywhere else), 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!



Flying Sheep Studios GmbH
Deutz-Mülheimer Str. 30
50679 Cologne

flying-sheep.com



Job Offer

6-Month 3D/QA Internship
(mandatory internship, full-time) m/f/d
Cologne or remote in Germany

TASKS

- Graphic design for cross-platform browser games
- Work autonomous in cooperation with developers and other 2D and 3D artists
- Low-poly-modeling
- UV-mapping and Rigging
- Quality Assurance through bug detection & reporting

YOUR PROFILE

- Currently enrolled in university and looking for a mandatory internship position
- Game enthusiast
- Fluent in written and spoken English
- Interest in various art and graphic styles
- Skilled in Blender or equivalent 3D modelling software

ADVANTAGEOUS EXPERIENCE

- Ongoing or completed degree in graphic design or equivalent experience
- Character design
- Environment design
- Matte painting
- Skilled with Adobe Creative Suite
- Experience with 3D animation
- Experience in graphic design for (browser) games

WE OFFER YOU

- Work from our Cologne office or remotely in Germany
- Very flexible working hours
- All our internships are compensated
- Work with cutting edge web technologies
- Grow together with an ambitious game studio

INTERESTED?

If you want to join us, send your application documents (including CV and cover letter as pdf), portfolio and possible start date to Marta at jobs@flying-sheep.com

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