

**Internship as Game Programmer
Atlanta, Georgia**

Jobcode US006

We are now seeking one or two interns for a new project. The terms are quite harsh but the opportunity is a unique chance to develop professional console game development skills.

Terms:

- full time, 40 hrs/week minimum
- 12 month personal commitment, minimum
- 2 month probationary period
- no pay.
- atlanta, ga, usa

Opportunity:

Heavy, hardcore xbox 360 development experience

- this is NOT 'xna' or middleware
- it is pure engine / game development in c++; hlsl; and hardware-specific instructions
- interns will learn the 'xbox 360 development kit': professional hardware and software tools, libraries, optimizations
- training is by our staff and (possibly) microsoft xbox team in seattle
- credit on shipped title
- probable exposure to "project natal" technology

Although sadly, we cannot now afford to pay our interns, we offer something far more valuable for the right people. This experience is not available in any school anywhere, and very few studios. We will be very demanding in our choice of intern and in the work we require of him or her.