

School of Art, Design & Media (NTU)

Late internship application
Updated 11 March 2021

Students: If this is for credited internship, please bring company into the internship programme as a **self-source option** upon successful placement. If this is for **self-enrichment**, the school **will not** intervene and the agreement will be strictly between you and the organization. Please read carefully before committing.

Name of company:



IGG Singapore Pte Ltd

Estimated number of employees:

90

Internship / Freelance work title

Animation/ Unity 3D Client Programming / QA Intern

About the company and no. of intern(s)

3 to 4 Animation / 1 to 2 Unity 3D Client Programming / 3 to 4 QA Intern.

www.igg.com

Relevant website and links:

www.igg.com

Internship job scope and responsibilities description:

Please refer to the attached JD below.

Pre-requisite from candidate (if any):

Please refer to the attached JD below.

Estimated time frame/period

- 1) Starting from 21 June onwards
- 2) 3 - 6 months

Allowances

\$800 - \$1000 / month

Continue on next page...

Workplace arrangement

Work from home and/or office

Working equipment / softwares

Fully provided by the company.

Contact person / email to respond to

HR Department, hr_sg@igg.com

Other instructions / comments for applicants

Please refer to attached JD below.

QA Intern



Vacancy: 3 to 4 interns

Job Description

General Summary

We are looking for 3 to 4 QA interns to assess game quality through manual and automated testing. You will be responsible for finding and reporting bugs and glitches.

In this role, you will gain valuable insight into the full development cycle of a game (from conception of a feature to the full implementation of it) and work alongside fun-loving, skilled and passionate game developers.

What You Will Learn

- Review and analyse feature specifications
- Execute test cases (manual or automated) and analyse results
- Report bugs and errors to development teams
- Close collaborations with programmers and artists to troubleshoot issues
- Work with cross-functional teams to ensure quality through the game development lifecycle
- Actively safeguard IGG's Proprietary and Confidential information
- Brainstorm and contribute feedbacks and ideas to the game development

What We Are Looking For

- Must be currently enrolled in a college/university
- Willingness to listen, learn and do
- Keen eye for detail
- Able to work both collaboratively and independently
- Open to taking direction and able to embrace change
- Loves gaming and play a variety of game genres on various game platforms

Good to know

- Software knowledge of Unity
- Knowledge of Macros in Microsoft Excel

Disclaimer

The above statements are intended to describe the general nature and level of work being performed by people assigned to this classification. They are not intended to be construed as an exhaustive list of all responsibilities, duties and skills required of personnel.

Job Location

80 Pasir Panjang Road, Mapletree Business City, #18-84, Singapore 117372

Application Details

Interested applicants, please send an updated detailed resume in any format and email to hr_sg@igg.com. Email Subject: QA Internship. . Only selected candidates will go through an interview with the team.

Be a Part of IGG's Future!

Unity 3D Client Programming Intern



Vacancy: 1 to 2 interns

Job Description

General Summary

The programming team is looking for 1 to 2 Unity3D Client Interns to be responsible with front-end (client) side development for mobile game titles.

What You Will Learn

- Create, debug, maintain the game's engine, editor and related tools used for the game's development.
- Implement new game features and services in close collaboration with the content team of the project
- Improve existing game features based on designer requests
- To work with the client engineers to support feature development
- Build, and maintain efficient, reusable, and reliable code

What We Are Looking For

- Must be currently enrolled in a college/university
- Solid Problem-Solving Skills
- Knowledge of basic Game Mathematics
- Basic Knowledge of C# scripts
- Basic Knowledge of the graphics rendering pipeline.
- Basic Knowledge of software engineering / data structure / algorithm and etc.
- Fluency in both English and Mandarin is a plus.

Good to know

- Software knowledge of Unity

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Job Location

80 Pasir Panjang Road, Mapletree Business City, #18-84, Singapore 117372

Application Details

Interested applicants, please send an updated detailed resume in any format and email to hr_sg@igg.com. Email Subject: Unity 3D Client Programming Internship. . Only selected candidates will go through an interview with the team.

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Animation Interns

Vacancy: 3 to 4 interns



Job Description

General Summary

IGG Singapore seeks an intern with experience in Character animation, rigging and Mocap cleanup. The intern will gain exciting real-world game animation experience at a thriving company.

We frequently work in small teams to solve problems, explore new technologies, and learn from one another. The ideal intern for this environment will be enthusiastic and collaborative.

Responsibilities

- Research on characters for animation
- Rigging and skinning for characters
- Be involved in the motion capture recording process
- Clean up motion capture data
- Clean up facial motion capture and polish lipsync

Requirements

- Animation major
- Excellent in body mechanics and acting
- Ability to work in teams
- Experience in Maya

Disclaimer

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Job Location

80 Pasir Panjang Road, Mapletree Business City, #18-84, Singapore 117372

Application Details

All candidates are required to submit their CV and demo reel to hr_sg@igg.com and email Subject: Animation Internship. Only selected candidates will go through an interview with the team.

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