



Come Intern with Spark Plug Games!

Spark Plug Games is a mobile and casual game developer building mass-market, family-friendly games for multiple consoles, PC, Mac, iOS and Android. Founded in 2008 and based out of Cary, North Carolina, the SPG team has already built over 50 products and continues to develop new brands while working with industry leading partners.

We are looking for three new interns to join us for the Fall Semester:

Marketing Intern

Game Engineering Intern

Production/QA Intern

Interns will work as an integrated part of the engineering, art, and design teams at Spark Plug Games. We do not develop games in a vacuum, and all disciplines work together towards the creation of high quality interactive and entertaining games and educational products.

The atmosphere at Spark Plug Games is very creative, dynamic, and casual, with Nerf gun wars and pizza Fridays; however, we have a high expectation for quality work and demand high standards in those who contribute to our products. All work will be done on-site at the company headquarters in Cary, NC. Intern will be paid as an independent contractor for hours worked and considered a 1099-based employee.

To apply, email your resume and a brief cover letter to jobs@sparkpluggames.com. Include the name of the internship position in the subject line. No phone calls, walk-ins or other forms of application will be accepted. For the love of all that's good, please make our lives easier and follow these simple directions. The deadline for applications is August 31st, 2012.

Marketing Intern

We are looking for an intern who possesses the following skill set:

- Strong verbal and written communication skills, preferably a background in journalism or PR
- Self-motivated and able to work independently
- Passion for the video game industry
- Constantly connected – must be trustworthy, available and responsive
- Ability to analyze and optimize quickly
- Proactive mindset
- Comfort with online communities and social media channels and tools
- Knowledge of social networking sites, previous social media marketing experience a plus
- Knowledge of Photoshop, Video/Audio editing programs are a plus

Responsibilities will primarily focus on the development of Spark Plug Games as a brand, the growth of the Spark Plug Games community, and the assistance of customers. Other responsibilities will include guided social media marketing implementation, reports on marketing metrics and analytics, and local promotional event support. This position will answer directly to Megan Carriker, the Marketing and Operations Director for Spark Plug Games.

Game Engineering Intern

We are looking for an intern who possesses the following skill set:

- Passion for problem solving, creative thinking, and an insatiable desire to learn

- Strong grasp and interest in programming and scripting languages.
- Preference for students with programming experience in any form of scripting language or high-level language (C/C++, C#, Java, ActionScript)
- Self-learner with interest in game development and spends time researching on their own.
- Appreciation for artistic design and layout
- Knowledge of game design and balancing
- Knowledge of mobile development a plus

Responsibilities will include learning and mastering the Unity3d game engine while working with other team members on active game projects. Scripting responsibilities may include implementation of game logic, testing of existing features, and design reviews of functional sections of products. This position will answer to the engineering team at Spark Plug Games. This position will also answer to Megan Carriker, who oversees operations and interns.

Production/QA Intern

We are looking for an intern who possesses the following skill set:

- Passion for problem solving, creative thinking, and an insatiable desire to learn
- Strong organization skills
- Strong communication skills, written and verbal
- Enthusiastic and passionate about the games industry, with plenty of experience playing mobile and casual games
- Ability to meet multiple deadlines in a multitasking environment
- Highly detail-oriented and deadline driven
- Experience overseeing group projects is a plus
- Perfectionism/paranoia about mistakes is a plus

Responsibilities will include the assistance of Spark Plug Games producers on multiple projects, creation and maintenance of test plans, validating development fixes/enhancements/features, and general facilitation of the video game production processes. This position will answer directly to Tobias Jackson, Producer at Spark Plug Games, for production assignments. This position will also answer to Megan Carriker, who oversees operations and interns.