



Level Design Intern at Rikodu (Game Studio)

Rikodu is the best indie studio you've never heard of! Formed from a crack team of veterans and a couple of promising up-and-comers, our 7-person squad is bent on taking over the world with our funny, robot smashing game *Second Hand: Frankie's Revenge*. Out on PC and consoles soon...ish.

Check out www.rikodu.com to see what we're about or head over to [Facebook](#) and [Twitter](#) for news.

If you're a gamer and want to try your hand at making games, this position is a great intro to the world of game development and game design. This intern position is unpaid, but you'll get to learn a lot and work in a professional indie studio.

What we need from you:

- To be a passionate gamer, PC Master Race or otherwise
- Must be able to learn new tools quickly
- A keen artist eye with a good grasp of composition, lighting, and colors
- Previous experience with the Unity engine or 3D modeling tools are big pluses

What you'll do:

- Build levels from start to finish under the guidance of experienced Rikodu team members
- Arrange and combine 3D models to create visually appealing spaces
- Set up navigation, colliders, cameras, and all other components that make levels work
- Configure, test and balance enemies and combat for the levels you build
- Use existing gameplay mechanics to create interesting experiences

Sounds fun? Tell me why at apalade@rikodu.com! Resumes can come later.