



Marketing 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](#) or [Twitter](#) for news.

If you're a gamer and you're trying to build a career in marketing and/or community management, this is a great opportunity. This intern position is unpaid, but you'll get to learn a lot and work with a professional indie studio. It's also part-time and mostly work from home so it won't interfere with your studies or other part-time employment.

What we need from you:

- To be communicative and quite good at English. Cheerio!
- To be a passionate gamer, PC Master Race or otherwise.
- You'll need to edit lots of content so even though you'll learn these on the job, it would really help if you have some basic skillz in Photoshop, AfterEffects, or other editing software.
- Love social media. You should be the kind of person that really has fun sharing and interacting with other people online. Food pics and duck selfies not required!
- Creativity always helps!

What you'll do:

- Post all messages to social media platforms (Facebook, Twitter, Reddit)
- Edit, cut, and post video updates on YouTube
- Record gameplay footage from our latest builds and create interesting GIFs
- Connect with the Rikodu team and come up with ideas for community posts. These will be based on what the team is working on and you'll have to take raw material like concepts, 3D models or full-on builds, and develop the visual material required for posting.
- Maintain branding on all channels by updating logos, images, taglines, descriptions, etc.
- Compose announcements and various posts
- Edit, format and post specialty articles written by Rikodu team members on various content sites (Rikodu website, Gamasutra.com, Medium, etc.)
- Compile audience reports using the analytics data available from different platforms
- Engage our community on our Steam page and Discord channel
- Reply to direct messages and comments on all channels

If you're particularly ambitious and want to challenge yourself, there's room to do more:

- Research platforms and communities and try to grow our community by engaging them.
- Come up with creative tactics to promote the game, video, text or otherwise
- Find ways to increase our Twitter following with relevant users
- Research YouTube/Twitch influencers and try your hand at some press outreach
- Compile advanced reports, keeping track of actions and efficiency (i.e. conversion rates)

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