VT ISE Department
Blacksburg, VA

JOB DESCRIPTION
Title: ICTAS REU - Game Development Intern
Rank: Student Wage (Wage based on experience)
10-20 hours/week (some hours can be worked remotely) for at least 3 months.
Reports to: Dr. Aisling Kelliher, Computer Science, and Dr. Alejandro Salado, Industrial and Systems Engineering

RESPONSIBILITIES
The Game Development Intern will be involved in the design and development of a digital learning game. In particular, the intern will be involved in creating the necessary functionality to collect data about players’ behavior while playing the game. This will require:

● Work with key stakeholders to tightly define project requirements for all phases of the game
● Review and test builds as they become available to make sure the game is on track and meeting expectations
● Demo the game internally to collect feedback as required
● Ensure that game and all necessary support materials are submitted in a timely basis for launch
● Monitor user feedback to determine what hotfixes are needed if necessary
● Other related tasks as necessary

QUALIFICATIONS
● Undergraduate student at Virginia Tech
● Experience in digital game design and development using Unity
● Background in Computer Science, Software Engineering, or related fields
● Knowledge in data collection in the background

PREFERRED QUALIFICATIONS
● Project management for digital products experience
● Knowledge of digital game-based learning, learning theory, instructional design, and universal design

If interested, please send CV/resume and samples of your work/ePortfolio to aislingk@vt.edu and asalado@vt.edu.