



Hi there. We are Umami Games, and we make hyper-casual mobile games!

We believe that great game design and rapid development go hand in hand. So we make 2-4 games pr. month and test them super early through online marketing. We started out in April 2019 and have already made more than 15 games. We currently work with a publisher and make games for them every month.

We work fast but we have a lot of fun while working and everybody's ideas are valued. Who knows, perhaps you have an idea for a new hit-game? We are super good at marketing and guiding you to create hyper-casual designs so you at the end of the internship will have some games in your portfolio. We are looking for visual artists with experience or interest in game development, and a great interest in 3D as all of our games are made in 3D.

Join Umami Games now if you want to help chase the new mobile hit of tomorrow.

### **Main tasks depending on your skills**

- Create the visual look for game concepts
- Developing 3D game assets (Blender or Maya)
- Customize assets from asset packs
- Creating UI assets in 2D
- Shading and particles (If you are tech savvy)

### **Nice to have skills**

- Hobby game projects to show
- Experience in Unity
- Experience in Photoshop
- Experience with asset packs
- Experience in mobile development

### **You are**

- Happy and an easy going individual
- Able to create a visual look from design documents
- Proactive and able to work independently
- Interested in games
- Excited to work on commercial products (F2P)

### **We offer you**

- An opportunity to work in a professional game studio
- A chance to develop your artistic skills
- Being lead artist on a game
- Launched games for your portfolio

**To apply:** Send your portfolio and/or resume to [riley@umami-games.com](mailto:riley@umami-games.com)

**See game examples:** <http://hyperurl.co/Umamigamesportfolio>

