



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 game designers with experience or interest in game development, and a great interest in creative and playful things.

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

Main tasks

- Create hyper-casual game designs
- Do market research and analysis
- Level design in Unity
- Light narrative writing (If you are into writing)

Nice to have skills

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

You are

- Happy and an easy going individual
- Able to convey creativity and playfulness in designs
- Proactive and able to work independently
- Interested in games
- Excited to work on commercial products (F2P)



We offer you

- An opportunity to intern in a professional game studio
- A chance to develop your design skills
- Being concept designer on a game
- Launched games for your portfolio

To apply: Send your portfolio and/or resume to riley@umami-games.com

Game examples: <http://hyperurl.co/Umamigamesportfolio>