



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 programmers with experience or interest in game development, and a great interest in game design.

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

Main tasks

- Programming in C# in Unity
- Polish and game feel
- Developing and implementing game software
- Ensuring that the game design is fully implemented and performs as expected
- Implementing analytics tools – e.g. GameAnalytics SDK

Nice to have skills

- Hobby game projects to show
- Experience in 3D modelling
- Experience in Photoshop
- Experience with Firebase or other tracking tools
- Experience in mobile development

You are

- Happy and an easy going individual
- 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 programming skills
- A chance to develop your game design skills
- Being lead coder on a game
- Launched games for your portfolio

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

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

