Announcement
We need interns (unpaid) who are interested in developing games and mobile applications.

Jumpbutton Studio was founded in 2012 and is an indie group equipped a 'can do' attitude. We were previously known as Indie Opportunity and our ideology was and still is that an indie group, no matter how un-advanced, should have equal if not greater opportunity and capability to develop world-class entertainment. With a leap of faith and a newly motivated team geared with people dedicated to developing outstanding games, mobile applications and animations, Jumpbutton Studio was born.

Being a startup company allows us to grant our team members the luxury of being able to work in a thriving and dynamic environment. As a startup company, we are able to remove the materialistic aspect of big cooperation’s to allow our team members the ability to freely work and express themselves without financial interferences and grueling deadlines. We enable our team members to be the best they can be (like no one ever was) by providing the resources and opportunities needed to be successful in this highly competitive field. We recognize that our team members’ hard work and dedication are the driving force required for the success of the company, and we ensure that the work environment at JumpButton Studio is both inspiring and rewarding for our members.

Requirements
Undergraduate: Senior/Junior level majoring in Computer Science.

Games
(1) Experience using Unity

Mobile Games/Applications
Android Game Developers
(1) Experience using Android Studio
(2) Proficient in Java
iOS Game Developers
(1) Proficient in Swift or Objective C

Please send your resume to jobs@jumpbuttonstudio.com
Optional: Send us an example of your work (e.g. applications, games) or provide us with your portfolio.