F. No.: GGSIPU/CCGPC/2024/ 1030   11ᵗʰ June 2024

Sub. Internship cum Placement opportunity for B.Tech students of GGSIP University of the batch passing out in year 2024 or 2025 in the company "QuriousBit Games"

Dear Placement Officer,

Greetings from CCGPC, GGSIPU!!!

Please find below details of Internship cum Placement opportunity for B.Tech students of GGSIP University of the batch passing out in year 2024 or 2025 in the company "QuriousBit Games" for your reference and circulation to students to apply on given link by **13ᵗʰ June 2024:**

Registration Link – https://forms.gle/7SmNaHo8cYQFwLiZ9

Name of Company – QuriousBit Games

Open position: Internship as Trainee Technical Artist

Eligibility criteria:
- Pre-final year (2025 passout) and final year students (2024 passouts) for Internship role
- 6 months would be the duration of the internship.
- B.Tech in CSE, IT, ECE, AI & ML, AI & DS, IIOT and A&R with interest or project in Game & Interactive Media Design would be eligible
- Students with 7.5 or higher CGPA with no backlogs only would be considered

CTC:
- INR 4.0 LPA during the internship period of 6 months.
- Salary would be revised based on the performance, after the probation period

Job type:
- It is a work-from-office opportunity. There is no Hybrid or WFH option.
- Candidate has to relocate to Bangalore for this opportunity
- There won't be any relocation money provided as company is a startup. However, they will help the candidate to find accommodation before the joining date itself.

Tentative Time of Joining: July 1st would be the planned joining date

Selection Process:
1. Assignment stage:
   - Candidates will be given 3-4 assignment questions
   - They can answer/solve them from their homes and submit their responses/ project files

2. Interview stage:
   - After the assignment process, few candidates will be shortlisted for the interviews.
   - There will be 3 rounds of interviews including technical and HR rounds

3. Offer Letter:
   - Selected candidate will be given offer letter

Please find attached JD for more information.

LAST DATE FOR REGISTRATION IS **13th June 2024.**

(Dr. Nisha Singh)
Training and Placement Officer
CCGPC, GGS IP University

Job Description - Trainee Technical Artist/ Game Animator

Responsibilities:

- Responsible for designing motion experiences for a game end-to-end
- Brainstorming with the right stakeholders to design characteristics, and properties of the objects, elements, and characters in the game in accordance with the design philosophy
- Building the architecture of motion design systems (guidelines for animation design) for consistent and uniform experience and scaling them as the product scales up.
- Setting up seamless design pipelines on Unity/Cocos Creator and Adobe.
- Participating with the right stakeholders in defining the scope of the design during each sprint.
- Providing inputs/mocks in creating human-centered game design
- Collaborating with game designers ,UX/UI/Artists and product managers to create mock drafts and in-game animations
- Collaborating with engineers to implement the animation libraries and integrate the animations into the game
- Reviewing the implementation in the build and working together with all the stakeholders to achieve great visceral, reflective, behavioral gameplay experiences
- Understanding the impact of previous design quantitatively and improving the existing design process.

Candidate we are looking for:

- Proficiency in any coding language (C, C++, Java, C#) and basic data structures.
- Hands-on experience with tools like Unity, Cocos creator, Adobe After effects, Adobe Photoshop, Figma
- Ability to animate using keys, animation graphs, 2D particles, 3D particle systems, Sprites, shaders, Graphs etc.,
- Low poly 3D modeling and z-brush or UV texturing or substance painting knowledge would be a big plus, although it is not mandatory
- Character animations or basic animations using spine or similar softwares would be a great advantage but not mandatory
- Experience in Adobe After Effects and making motion graphic assets like videos and images would be required
- Good articulation skills - oral, written, and presentation skills etc.,
- Conscious of the balance between creative freedom and efficient business execution
- Humility to take and give constructive feedback regarding design iterations without confusing/demoralizing the team.
- A great team-mate who believes in creating a positive culture and aligns with the company's vision and culture
- A personality with a strong bias towards execution without neglecting/ignoring/ affecting values and teammates of the company

- A person who enjoys gaming and is passionate to be in a gaming startup
- A mature individual who knows where to draw a line between personal and professional matters

About us:

We are a casual free-to-play mobile gaming startup based out of Bangalore. Our core team has strong experience in f2p mobile gaming and delivered 7+ titles contributing lifetime revenues of 350mn USD with positive EBITDA at our previous company PlaySimple. We played pivotal roles in leading PlaySimple to 510mn USD acquisition by MTG.

https://www.gamesindustry.biz/mtg-acquires-playsimple-in-usd510m-deal

We are funded by Lumikai and General Catalyst. See the press coverage of our funding below:

https://www.moneycontrol.com/news/business/startup/casual-gaming-studio-quriousbit-bags-2-million-funding-from-lumikai-general-catalyst-11437971.html

https://viestories.com/quriousbit-raises-2-mn-seed-funding-lumikai-fund/

https://www.youtube.com/watch?v=o8yzosPtXpw

https://www.cnbctv18.com/binge/quriousbit-scores--mill-o8yzosPtXpw.htm

Job location and Salary:
We are looking for a rockstar to join our team. This is a full-time role based out of Bangalore, India. There is no remote working option.
Pay for this role is negotiable based on the experience and competence of the candidate

Contact us:
Interested candidates, please reach out to:
Phone: ram, 7208741424
Email: ram@quriousbit.com
LinkedIn