

De Monsters

Internship Designer

De Monsters is an online digital agency from Amsterdam. Since 2007 we create interactive products, both online and offline. Highly inspired by Maurice Sendak's "Where the wild things are" we wear our Monster suits with pride. With our suits on we leave behind our human weaknesses and biases and set out to create great user experiences.

We have a strong background in Interaction Design and Development. We like Adobe Flash & AIR, C++, HTML(5), Ruby on Rails and many other development tools to turn the created designs into fully working products. Besides having a powerful roar, all Monsters have a diverse background which makes it possible to take on a broad range of products, a thing we are proud of.

The development and design community is something we take highly. We visit at least a handful of events each year, staying in touch with other people who have the same passion as us Monsters is not only important but also fun. Every now and then we speak at events and tell the world what we think about the latest tech updates, workflow issues and much more.

Your internship as designer at De Monsters

Designing for interactivity is exciting and complicated at the same time. At the Monsters we have several design steps from different perspectives: Information Architecture, Interaction Design, Interface Design, Visual Design which all work towards one goal: a great user experience. As a design intern you will get a taste of all these steps while working extensively with the developers who make the designs come to life.

That being said, we do not expect you to be an allroun designer who can do it all. The only thing we ask of you, is that you have a passion for creating an amazing user experience. An understanding of tools such as Photohop, Illustrator, InDesign, After Effects and Flash is a big bonus but not necessarily a prerequisite for every role within the Monster workflow. Just know that we will challenge you to push your own boundaries and expect active collaboration with the rest of the team.

www.deMonsters.com



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How it works

- Our intern positions are for a period of three or six months. Winter (Januari - March), Spring (March - June), Summer (June - September), Fall (September - December). Start and end dates are flexible.
- We usually have one open position for each field but we love teamwork. Do you know a fellow student you want to team up with? Let us know, it's close to our own roots.
- We work 40 hours per week, Monday - Friday.
- Contact us by mail and explain why you want to work as an intern at the Monsters and what you expect to learn and do during this period, what are your goals?
- We love it when our interns have great ideas, but keep in mind that we don't have any internships that focus purely on creating concepts. Getting things done and passion for your soon to be profession are the characteristics that matter from a Monsters perspective.
- Your workstation won't be part of the coffee corner nor will your workstation be located on top of the copying machine. We take our interns serious and expect the same from you. Together we will agree upon your responsibilities and a roadmap will be made. You don't have to worry that you won't be busy.

If you have requests (ie. graduation project) please let us know in your first email.

Interested?

Apply now at jobs@deMonsters.com.

Our blue Monster named Paul will read your application.

Please include:

- Cover letter
- Resume
- Link to online portfolio and/ or work

www.deMonsters.com

