



INTERACTIVE STUDY PLACEMENT SCHEME

CANDIDATE INFORMATION PACK

MAY 2024

Northern Ireland Screen is the screen agency for Northern Ireland. We are committed to maximising the economic, cultural and educational value of the screen industries for the benefit of Northern Ireland. Our mission is to accelerate the development of a dynamic and sustainable screen industry and culture in Northern Ireland.

Our 3 economic, cultural and educational objectives are for:

1. Northern Ireland to have the strongest screen industry outside of London in the UK and Ireland;
2. Ensure the industry supports vibrant and diverse cultural voices that will be recognised and celebrated equally at home and abroad;
3. Mainstream across Northern Ireland the most successful screen and digital technologies education provision in Europe.

Northern Ireland Screen is a company limited by guarantee, currently employing 45 people and we are governed by a Board of thirteen directors. The Chairman is Sir David Sterling and Sir Kenneth Branagh is Honorary President.

INTERACTIVE STUDY PLACEMENT OPPORTUNITIES

Northern Ireland Screen is partnering with a range of studios working in Northern Ireland's interactive sector (Video Games and Immersive) to offer Interactive Study Placements for students currently studying interactive related courses and seeking work experience.

The Interactive Study Placements are for 12 months, full time and paid ([Real Living Wage](#)), with the opportunity to work on some of the most exciting projects in Northern Ireland.

The Interactive Study Placements are open to students currently in full-time education who are seeking a work placement year as part of their college/university course. There are **3** placement opportunities available with local Interactive and Video Game companies. Applicants can apply for multiple placements if they meet the essential criteria.

Who is eligible to apply?

1. Applicants must be resident within Northern Ireland for the duration of the 12-month placement.
2. Applicants must be eligible to work in the UK.
3. Applicants must be in full time education at a FE/HE Institution and are seeking a placement for their work experience year. Applicants must be planning to return to full-time education at the end of the placement to complete their course
4. Applicants must demonstrate they are studying a course which is relevant to the Interactive Sector (Video Games and Immersive) for example: 2D Art/Animation, 3D Modelling/Animation, Game Design, Computer Science, VFX, UX/UI Design.

If you cannot answer YES to these questions, please do not apply. Ineligible applications will be automatically discarded.

***For the avoidance of doubt, Northern Ireland needs to be your primary residence for tax purposes. Applicants residing in Northern Ireland will take priority.**

**** Please include a link to your portfolio in your application****

Interviews will take place in June 2024 and placements will commence on various dates from July 2024 depending on the companies' work schedule requirements.

How do I apply?

To apply to the **Interactive Study Placement Scheme** applicants must submit the following via the online application form where you will be asked to complete:

- Employment history;
- Educational background;
- Answer the eligibility questions and provide a link to an online portfolio or reel.
- Details of two referees. These can be educational, professional or personal references.

You can access our online application system via our [online portal](#). Please note, that if this is your first time applying for a role via our online application system, you will be prompted to create a profile. Once registered, the system will retain your information for any future roles you apply for.

How do I obtain application details?

It is preferable that all applications are completed via our [online portal](#). However, should you require an application form in an alternative format, please contact Human Resources via email: Hr@northernirelandscreen.co.uk or on 028-90232444. CVs will not be accepted.

The deadline for applications is 13:00 on Thursday 9th May

Please note under no circumstances will late applications be considered.

Please see below for further clarification on each individual placement:

1. INCISIV - Trainee 3D Generalist
2. BillyGoat Entertainment - Trainee 3D Artist
3. Outlier - Trainee Concept Artist

INCISIV – TRAINEE 3D GENERALIST

INCISIV is a pioneering VR games company based in Ormeau Baths, Belfast that specializes in the development of VR applications that improve performance through the power of play. INCISIV has two main software products CleanSheet available on the Meta Store (>120k users, >4.8*) and MOVIR currently used by the Elite Ice Hockey teams and the Italian Rugby Federation. With a strong focus on embedding deep scientific know-how into its products, INCISIV has rapidly established itself as a leading force in the interactive, VR sports/fitness sector.

Job Title: 3D Generalist

Contract Length: 12 months

Start Date: September 2024

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Belfast

Job Description

- Help develop creative models/assets to integrate within Unity 3D
- Work closely with technical director to achieve expected visuals
- Optimise low-poly 3D models or assets
- Work closely with Unity developers for assets and/or animation integration

Essential Criteria

- Demonstrable expertise in creating 3D assets/models
- Experience using computer graphic software (e.g. Blender, Autodesk 3ds Max or Maya)
- Experience in Unity animation/asset pipelines
- Comfortable working within a team environment
- Able to optimise animations or assets for VR environments
- Willing to undertake challenging tasks with good attention to detail

Desirable Criteria

- Model rigging
- Working with MoCap data to achieve realistic animations
- Developing asset workflows for Unity
- Experience texturing with relevant 3rd party packages

BILLYGOAT ENTERTAINMENT – TRAINEE 3D ARTIST

BillyGoat Entertainment is a video game developer based in sunny Belfast, Northern Ireland that specialises in crafting jovial, light-hearted, comedic experiences for consoles and PC.

Job Title: Trainee 3D Artist

Contract Length: 12 months

Start Date: July 2024

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Belfast

Job Description

As a Trainee 3D Artist, you will have a passion for games, experience working in a team, and an eagerness to learn. You will have a portfolio piece that demonstrates attention to detail and creativity. Some responsibilities that the role will include:

- Taking ownership of 3D art tasks with the guidance of a Senior Artist.
- Following step by step workflows and documentation.
- Communicating with Concept Art to achieve the game vision.
- Working from real life reference and stylised concepts.

Essential Criteria

- A portfolio piece that shows the development steps: from 2D concept and/or reference to 3D model (preferably rendered in game engine).
- A good sense of aesthetics, quality, and style.
- Strong communication and organisation skills.

Desirable Criteria

- Knowledge of modelling using Maya/Blender/3DS Max.
- Knowledge of sculpting using ZBrush or equivalent.
- Knowledge of texturing using Substance Painter/Designer and Photoshop.

OUTLIER – TRAINEE CONCEPT ARTIST

Founded by experienced entrepreneurs from the tech and entertainment industries, Outlier is an independent video game studio based across Dublin and Belfast. The company focuses on premium strategy and simulation games for core gamers on PC and consoles, leveraging well-known IP.

The studio's first game, This Means Warp, released in Early Access on Steam in 2022 followed by a 1.0 release across PC, Xbox, PlayStation, and Nintendo Switch in 2023 (published by Jagex, the creators of RuneScape).

Following the success of TMW Outlier is currently ramping up production on a larger second title, a strategy/simulation game based on a well-known darkly comedic sci-fi IP. Think RollerCoaster Tycoon meets Prison Architect.

Job Title: Concept Artist

Contract Length: 12 months

Start Date: July 2024

Hours: 37.5hrs per week

Salary: Real Living Wage (currently £12.00 per hour)

Location: Belfast / Hybrid

Job Description

As a Concept Artist you will work alongside the Art Director in creating environmental concept art for Outlier's games.

You will use your illustration skills to create visually interesting designs that the team can use to create 3D game-ready models. You will integrate feedback, consider gameplay implications, and provide detailed images consistent with the style of the game's art direction.

Essential Criteria

- Good understanding of art fundamentals and an eye for detail
- Experience with environmental concept art for commercial media
- Must have a portfolio

Desirable Criteria

- Experience using computer graphic software (e.g. Blender, Autodesk 3ds Max or Maya)

Selection Process

Northern Ireland Screen's aim is to appoint the best person to each vacant post. Recruitment and selection will be conducted to ensure equality of opportunity and selection will only be made on the basis of merit.

Northern Ireland Screen will follow best practice in recruitment and selection procedure and will ensure that everyone involved in the selection can apply the procedure effectively, consistently and fairly. As far as possible the selection panel will be balanced in terms of gender, community background, etc.

Selection will be based solely on merit measured against clear, precise criteria based on the abilities, experience, qualifications and qualities required for the post. The nature and level of these requirements will be justifiable and appropriate to the job. The selection criteria will be applied fairly and consistently when short-listing, at interview and throughout the selection process.

All candidates will be given an equal chance to demonstrate their abilities and the same standards will be applied to all. As far as possible, all interviews will be held on the same day or completed on subsequent days. Northern Ireland Screen will try to accommodate applicants who request alternative dates or times for interviews but this may not always be possible. Any specific needs relating to access will be accommodated.

The assessments and decisions at the short-listing, interviewing and selection stages will be properly recorded and retained for between 6 months to one year after notifying unsuccessful applicants. Confidentiality will be assured at every stage of the recruitment and selection process. Members of selection panels will not discuss applicants outside panel meetings and all information on applicants will be kept secure and confidential.

The essential criteria for the post will be used to shortlist candidates for interview and it is important that all candidates address each of the criteria clearly on the application form giving specific, personal examples where appropriate. If there are a large number of candidates who satisfy the essential criteria, Northern Ireland Screen reserves the right to take the desirable criteria into consideration in order to reduce the number of candidates invited to interview.

Please let us know if you require any special arrangements throughout the recruitment process.

We are an equal opportunities employer and we welcome applications from all suitably qualified persons regardless of their sex; religious or similar philosophical belief; political opinion; race; age; sexual orientation; or, whether they are married or are in a civil partnership; or, whether they are disabled; or whether they have undergone, are undergoing or intend to undergo gender reassignment.

Guaranteed Interview Scheme

As part of our commitment to the employment of disabled people, we operate a Guaranteed Interview Scheme (GIS). The GIS does not guarantee a job. However, its objective is to ensure a guaranteed number of disabled applicants, who meet the minimum essential criteria for the role they have applied for, are offered an interview.