Game UX/UI Design Internship Program

About Netease, Inc.
Netease, Inc., is a leading internet technology company based in China, with a strong focus on developing and publishing PC and mobile games. Founded in 1997, the company has been listed on NASDAQ in the U.S. since June 2000, and has grown to over 10,000 employees, with offices in Hangzhou, Guangzhou, Beijing and Shanghai. Netease develops, operates and publishes some of China’s most popular online PC and mobile games, including Fantasy Westward Journey, the #1 mobile game in China, and Blizzard Entertainment’s World of Warcraft and Hearthstone. Netease is now expanding its operations on a global level, with new offices in the U.S. and Korea.

About User Experience Center
Netease User Experience Center, the largest game user experience team in China, is committed to providing professional support and service in user experience and design. With more than 300 designers, UX Center takes the most part of game interaction and graphic design work and make a significant contribution to offer high-quality games. Meanwhile, we have accumulated rich experience in research and design, which provide a broad stage for the growth of designers.

About the Game UX/UI Design Internship Program
The UX Center of Netease Games is looking for talented and enthusiastic interns to support its growing international capabilities. It’s an exciting opportunity for students and graduates to live and work in China – the world’s biggest market and the key country of the future- and to experience first-hand working in the dynamic and fast-growing gaming industry.
Internships would last for a period of two to twelve months, be based at our Hangzhou or Guangzhou offices, and interns would be paid a monthly salary of 8,000 RMB, plus bonus. We are able to offer reimbursement for flights and visas for China.
There are two internship positions available: Game Interaction Design and Game User Interface Design. Please see below for details about these two positions.

Game Interaction Design Intern
Descriptions:
- Assist with experienced designers on creating user interface solutions.
- Assist in the creation of user flows, wireframes and prototypes.
- Work collaboratively with game designer, user interface designer, engineer team.

Qualifications:
- Currently enrolled in a Bachelor or Master Degree in Interaction design, Communication, Information Technology, Computer Science, Psychology, or other related program.
- Strong knowledge of UX design principles
- A proficiency of digital design tools, like Adobe Photoshop, Illustrator, Sketch and so on
- A passionate for video games and UX/UI design
- Excellent written and verbal communications skills in English
- Able and willing to adapt a Chinese work environment
**Game Interface Design Intern**

**Descriptions:**
- Assist with experienced designers on creating high-quality interface design style to support and reinforce gameplay.
- Able to propose UI design solutions in different styles
- Assist with the designing and developing of prototypes, storyboards, and documents.
- Design and draw logo, icons and other UI elements.

**Qualifications:**
- Currently enrolled in a Bachelor or Master Degree in Fine Arts, Graphic Design or other related program.
- Solid knowledge of visual design principles
- Strong ability of hand drawing and graphic design
- A proficiency of digital design tools, like Adobe Photoshop, Illustrator, AE and so on
- A passionate for video games and UX/UI design
- Excellent written and verbal communications skills in English
- Able and willing to adapt a Chinese work environment

To apply, send your resume and portfolio to gux163_cv@163.com. In the subject line, you must put Position name + Full Name + School Name + Major.

Note: Submissions without portfolios will not be considered.