

Virtual Environment Design Intern Job Description

Department: Interpretive Education

Internship Title: Virtual Environment Design Intern (2019)

Overview: This internship is designed for students looking to gain experience in museum interpretation with a focus on virtual environments. The intern will be asked to assist in the development of a virtual environment incorporating 3D graphics and virtual reality applications including links to the Center’s website and other assets. Preferred candidate will have experience with virtual environments, gaming engines, or have training and expertise in computer science or 3D graphic design.

Level of Responsibility: Reports to Educational Web Content Creator/Outreach Educator

Specific Duties and Responsibilities:

- Assist in the development of a virtual environment for the Plains Indian Virtual Village and attendant links to ancillary information.
- Create textures and visuals “fleshing out” the virtual animations.
- Interface with the IT Department for logistical support.
- Collaborate with Interpretive Education staff in planning and execution of the virtual environment.

Qualifications:

- Successful candidate should have completed at least two (2) years of college.
- He/she must have a strong interest and experience in virtual environments (e.g. Second Life, open simulator), gaming, 360 photography, VR and/or 3D graphics.
- Candidate should be pursuing a degree in Computer Science, Graphic Design, Visual Media, or a related degree.
- He/she should have the ability to work independently and collaboratively.

If you have questions about the specific duties and responsibilities of this internship, contact George Miller, Educational Web Content Creator/Outreach Education: georgem@centerofthewest.org or 307-578-4121.