



## **truematter internship**

### **Web/Mobile UX Interns**

- Content Management, Copy Writing, Information Architecture, Usability
- Visual design
- Front-end code (HTML)

#### **General Description**

A Web/Mobile UX Intern at truematter may perform several different kinds of tasks depending on skill level and talent. This is a ground-floor opportunity to delve into the world of interactive and mobile world, the dominant communications and interaction media of our lifetime. Interns at truematter won't do glamorous work, but will learn as much or more than they can handle, building their experience and/or portfolio. We're a shop full of opportunity.

#### **Specific Qualifications/Requirements**

##### **For All:**

- Pursuing a degree in one of the following areas:
  - English or Journalism/Mass Communications
  - Graphic Design or Interactive Design
  - Computer Science or Engineering
- Insatiable curiosity and passion for all things interactive (Web and mobile).
- Willing to quickly learn new tools and approaches.
- Able/Willing to work on a PC (or a Mac).
- Ability to work on a strict schedule, according to project plans and deadlines.
- Ability to work independently. Possesses of a proactive, "can-do" demeanor.

##### **For Writing, Editing, Content Management, Information Architecture or Usability:**

- High proficiency in English and writing (AP style).
- Highly detail-oriented.

- Furious desire to see Web and mobile sites/apps done RIGHT.
- Experience working on Web or Mobile sites (writing, defining, testing – even if personal or school-related) is desired, but not required.
- An online portfolio and/or written samples will be most helpful.

#### **For Visual Design**

- Ability to produce Web graphics. Familiarity with constraints involved in designing for the Web.
- Design talent or potential
- Strong Proficiency in Photoshop and Illustrator required.
- An online portfolio is strongly desired, but not required.

#### **For Front-End Code**

- High proficiency in HTML/XHTML/CSS
- Understanding of the complexities of cross-browser front-end code-development.
- Extreme attention to detail.
- Online samples required.

#### **Overall Responsibilities**

- Work closely with other team members.
- Adhere to strict organization of all digital project assets.
- Focus on increasing skills and knowledge.
- Meet all project deadlines without exception.
- Maintain agreed-upon work schedule religiously.

#### **Hours and Trial Period**

- 10-20 hours/week, on site.
- 1-3 week trial period to verify skills and qualifications.

#### **Resumé / Contact**

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