

Company Name:	FANTASY EDUCATION
Posting Date:	6 May 2024
Category:	ITC STEM Internship Scheme
Company Overview:	<p>Fantasy Education aims to empower students to become critical thinkers, problem solvers, and innovators through immersive STEM education experiences. We believe that every student has the potential to impact the world positively and that STEM education is the key to unlocking that potential. By providing hands-on learning opportunities that connect classroom concepts to real-world applications, we aim to inspire a love of learning and a passion for discovery in our students. Our mission is to ensure that every student, regardless of background or ability, has access to high-quality STEM education that prepares them for success in the 21st century. We are committed to fostering a diverse, inclusive learning environment that values creativity, collaboration, and curiosity. Through partnerships with schools, community organizations, and industry leaders, we seek to build a strong, interconnected network of STEM education advocates who share our vision of a world where every student has the opportunity to reach their full potential. At Fantasy Education, our mission is to empower the next generation of STEM leaders and innovators and to create a brighter future for all.</p>
Position/Title:	Position 1: STEM Materials Developer (Unity) Position 2: STEM Course Developer
Proposed Internship Duration:	90 Days
Job Description & Requirements: (Position 1)	<p><u>Position 1: STEM Materials Developer (Unity)</u></p> <p>Job Description:</p> <ul style="list-style-type: none"> • Develop materials for teaching unity (e.G. Power points) • Participate in 3d/2d modeling for unity • C# programming • Participate in unity game development for stem education towards secondary school students <p>Job Requirements:</p> <ul style="list-style-type: none"> • C# programming experience • 3D/2D modeling experience (e.G. Maya) • Interest in unity • Work individually <p>No. of vacancy(ies): 5</p>
Job Description & Requirements: (Position 2)	<p><u>Position 2: STEM Course Developer</u></p> <p>Job Description:</p> <ul style="list-style-type: none"> • Develop STEM course materials in Micro:Bit, Arduino, App Inventor, SwiftUI etc. • Develop course outline for the above courses • Develop course lesson plan for the above courses <p>Job Requirements:</p> <ul style="list-style-type: none"> • Interest in stem education • Skilled experience in microsoft office kit

	No. of vacancy(ies): 2
Internship Period:	<p>Summer Term 2024</p> <p>Full-time placements with a duration of no less than 4 consecutive weeks (28 calendar days)</p>
How to Apply:	<p>Please read the application guidelines to ensure that you could fulfill the scheme requirements prior to applying for the intern(s).</p> <p>Interested students should submit your application directly to the employer with your CV at your earliest convenience.</p> <p>Email to recruit@FantasyHK.com</p> <p>Application Deadline: 25 July 2024</p>
Salary / Hourly Rate:	<p>HK\$11,190 per month, capped at three months (i.e. 90 days, maximum at HK\$33,570) in one academic year under ITC STEM Internship Scheme.</p> <p>And Transporting allowance (case depend), over-timed allowance (\$60/h)</p> <p>For Summer 2024 Internships, the allowance is estimated to be disbursed in December 2024.</p>
Once confirm the internship offer:	<p>Student interns who confirm the internship offer are required to*:</p> <ol style="list-style-type: none"> (1) submit declaration form which is available on SDSC's website before the commencement of internship; (2) declare as “Student Interns” or “Work Experience Students” if applicable for exemption of minimum wage requirement before the commencement of internship; (3) report to SDSC via online registration form with supporting document(s) before the commencement of internship; (4) submit the duly completed Assessment/Evaluation Form to SDSC for processing the allowance upon completion of the whole internship period or the submission deadline, whichever is earlier. <p><i>*Details will be announced in due course</i></p>