



Video Questionnaire

Thanks for your interest in Treyarch's design internship program! As a reminder, there are four design positions available this year: game designer (scripter), level designer (world builder), systems designer, and UX/interaction designer.

The team at Treyarch wants to know you better. To help us, we kindly ask you to make a 5-6 minute video in which you will have a chance to tell us about yourself and your design experience. Think of it as your sales pitch to the Treyarch team.

Please use a MPEG-4, WMV, or H.264 format for your video. You can take a week to complete the submission.

Part 1: What should we know about you?

The following questions are just here to give you an idea of what we are interested in hearing about. Feel free to include what *you* think we should know.

- 1. Why are you interested in video game development?**
- 2. Why do you want to work at Treyarch?**
- 3. What makes you a good designer?**
- 4. Which design position(s) are you most interested in and why?**
- 5. What is something you would improve in a Treyarch title and how would you go about it?**

Part 2: Please spend some time talking us through your design process. What typical steps or considerations go into creating a new mechanic, level, or experience? What design principles or personal practices do you often revisit while designing and iterating?