scenery

We're looking for an intern to support our XR Design & Marketing Team

Are you interested in Augmented Reality and Spatial Computing?
Do you want to learn how to tell stories through immersive technologies?

About Us

Scenery is a world-scale XR spatial storytelling tool. What began as a student project quickly evolved into something bigger that caught attention from **Apple**, numerous fortune 500 brands, and big players in the cultural space.
Over the past years we built a software suite that's powering immersive activations for **brands like Sony Music, Paramount Pictures, Porsche, Louboutin, or Google.**
By combining our expertise in XR with a strong UI/UX focus and Computer Vision, we ensure truly immersive and highly context-relevant experiences that combine entertainment with purpose.
Right now we're **six people** working on the mission, some part- some full-time. We **have 8+ years** of experience in the XR industry, have built mobile apps with **4+ million users**, and all worked in start-ups before.
Apple Vision Pro and Spatial Computing are integral parts of the work – if that's your jam, reach out!

What you should bring

We're looking for a creative and highly motivated person that shares our vision of how immersive technologies will shape the future. In addition...

- A good sense and passion for audiovisual communication and graphic design
- Passion for immersive technologies in general
- Video editing skills (Premiere, AE, FinalCut)
- 3D software skills (Blender, C4D)
- Nice to have: Adobe CC (Photoshop, Illustrator)
- Nice to have: Experience in design applications such as Sketch or Figma
- Nice to have: Knowledge in JS to code in Scenery
- Nice to have: Experience in Reality Composer Pro to build shader graph materials

Your task area involves the creation of immersive experience with Scenery (both R&D and commercial projects), support with content creation for our social channels, video production (i.e. for explainers, tutorials and use-cases videos) and occasionally helping with the design of new features. If you're interested in an involvement in sales and community management, this is also possible.
You'll spend your time with our Marketing & Growth team, as well as with our Head of Design & Development.

For us it isn't too important whether you check all the skillset boxes, but rather that you are passionate about what your work and always keep being curious.

Please note: We can only offer internships to students who are looking for a mandatory internship as stated in your study guidelines with a minimum duration of 6 months.

What you'll get

- Paid internship
- Creative studio in Schöneberg
- Home Office and flexible working hours
- Insights in AR, XR and Spatial Computing industries and access to the latest and greatest hardware
- Team Events on special occasions
- The opportunity to dive into fields of interests and evolve personal interests

If you happen to have a Mac or iPad, feel free to try it out.

Web
AppStore
Internship video from a former intern

Ready to make the world our canvas? Give us a shout: hello@scavengar.world