
About WeMakeVR

WeMakeVR is a small VR production company that does big things on an international scale. Since its start back in 2013 we've won multiple awards for interactive VR-works as well as linear narrative works. Most recently our project "Angels of Amsterdam" has had international success, and our partner-production "The MetaMovie presents: Alien Rescue" won the award for Best Multiplayer Experience at the Raindance festival, and just won "Experience of the Year" at the VR Awards 2022.

During the pandemic we scaled down our team to a small core. Now that the world has opened up again, we have new productions scheduled for 2023 and 2024, and are ready to scale up and look for new talent to join the team.

Currently we have a new Metaverse-show in production, two VR videogames, and we are preparing for various other productions and activities for 2023 and 2024. We have new job-openings for 2023. We also have internship-positions, with potential prolongation into part-time and fulltime positions.

Assistant producer/project-manager

internship, part-time / fulltime – on-site

Key project: During 2023 – 2025, we are developing "The Sage of Sage"; a MetaVerse project combining art, music, gaming, storytelling and live performances. Your main tasks will be assisting with planning, production, supplier agreements, budget management, etc. for this project, but you'll also get to work on similar tasks for other ongoing productions.

Future potential: now that the world has opened up again, we have several productions scheduled for 2023-2024, and will be expanding the team. Starting mid-2023, there will certainly be a spot for a good lead producer/PM, in parttime and potentially fulltime capacity.

Example tasks:

At WeMakeVR, production and project-management are a hybrid role; you'll work with the project-lead and participate in a broad range of tasks; you attend client meetings, and help translate a briefing into a project breakdown and cost-estimates. You check time-allocation with the developers, set up project timelines, track budgets, etc. You ensure the project-lead knows when projects fall behind schedule, or need additional resources, in time to ensure the project stays on track.

Your profile

The team at WeMakeVR is small, but we're upbeat, social, and easy to get along with. (And we're look for those same qualities in you.) You like to take initiative and can manage your own time and workload, but also allocate time and workload for other people. Your people-skills are one of your strongest assets. On a personal level you have an interest in VR / Immersive technologies, but you don't need to be super-technical.

Key software packages you know your way around:

Google docs / MS office. (spreadsheets, word)

Your level:

3rd or 4th year, or graduating

Interested?

Send your showreel/portfolio/work examples, ideally including some Unity or VR-builds you worked on, and your cover letter to jobs@wemakevr.com.

Start of internship: Jan/Feb 2023 (flexible)

Duration of internship: 6 months (flexible parttime or fulltime position)

Deadline for application: Friday dec. 23rd