DO GOOD
INSTITUTE

2105 Susquehanna Hall
College Park, MD 20742
Email: dogood@umd.edu
Web: dogood.umd.edu

Impact Interns: Summer 2021

Organization Information

Organization Name:	Game Genius, Inc
Address:	10701 Kings Riding Way #101, Rockville, MD 20852
Website:	www.gamegenius.org
Organization Description:	Game Genius is a nonprofit that provides play-based services and experiences to support leaders, organizations, and socially beneficial initiatives in the Greater Washington DC region. Since 2017, Game Genius has provided roughly 2000 pro-bono service hours and helped raise over $100,000 in extra fundraising, all while offering fun products and local experiences that catalyze social awareness and action around an annual impact theme. In 2021, Game Genius will focus its public projects on Climate and Environment issues.
Intern Supervisor: (Name, title, email)	Peter Williamson, Founder/CEO, peter@gamegenius.org

Position Description

Internship Time Period (include projected dates):	☒Summer 2021 Internship dates: (flexible) June 14 – August 30
Hours Per Week:	30
Number of Weeks:	10
Undergrad/Grad Intern eligibility:	☒Graduate ☒Undergraduate
Internship Description and Duties:	**Graphic Designer / Content Creator** Game Genius seeks a passionate creative who wants to help elevate our brand awareness with a coordinated series of design projects that include general and event-specific graphics, as well as video and interactive visuals. As a play-based organization, Game Genius strongly believes in offering clever ways to showcase marketing and impact measurements.

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Description of long-term project the Impact Intern will lead or substantively contribute to:	Over the summer, our biggest needs will be creating two lines of content: (1) general marketing materials that appropriately capture Game Genius' new non-profit status and value to the Greater Washington DC community, and (2) specific materials surrounding our trademark fall event – a citywide treasure hunt that promotes Climate and Environment causes and changemakers. Since there is no particular medium (i.e. video), we will work within the intern's skill set to align this experience for success. Ultimately, both projects will help Game Genius build a bigger platform from which to amplify its impact.
Qualifications and/or skills desired:	**Key Skills and Competencies** - Ability to use design programs and essential tools, including the Adobe suite: Adobe Illustrator, Photoshop, and InDesign - Understanding of layout, design, and typography - Understanding of the digital and print requirements for formatting - Interactive media to create motion graphics, animation, audio, or video games. - Strong written and/or verbal communications **Essential Traits for the Role** - Creative - Curious and playful - Organized and detail-oriented - Comfortable with constructive critique - Self-motivated and knowledgeable - Reliable and deadline-sensitive
This position requires specific clearances, background checks, or specific documentation upon hiring.	N/A
The following information is required from the intern:	☒Resume ☒Cover Letter ☐Writing Sample ☐Other: _____
Interviews will be conducted via the following methods:	☒Zoom ☐Google Hangouts ☐WebEx ☐Other: _____