Joboffer dated from 09/08/2026

Intern (f/m/d) Game Writing/Loca QA

Field:	Game Designer / Level Designer
Type of employment:	Internship
Entry date:	immediately
Salary:	500 EUR
Zip Code / Place:	22769 Oeverseestraße 10-12
Country:	Germany

Company data

Company:	**gameXcite GmbH**
Street adress:	Bernstorffstraße 120
Zip Code / Place:	22767 Hamburg

Contact Person

Name:	Patrick Streppel
Position:	CEO
Street adress:	Bernstorffstraße 120
Zip Code / Place:	22767 Hamburg
E-mail:	streppel@gamexcite.com

Job description

We are looking for a motivated intern to actively support us in game writing for at least three months—ideally longer!

A diverse range of tasks awaits you: from conceptualizing and writing quests and storylines—including creating and maintaining numerous mission descriptions (treatments)—to implementing them in Unreal Engine 5, all in close collaboration with the entire development team.

Last but not least, you will also participate in intensive testing phases to ensure the fun factor and quality of both existing and new game content.

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Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg/Germany

Your profile:

- You have a strong interest in Star Trek
- You love games and are interested in behind-the-scenes work
- Ideally, you already have experience in game writing or a similar field
- Ideally, you already have experience with Unreal Engine
- You are currently enrolled in a relevant university program, have already completed your studies, or have finished relevant vocational training
- You are proficient in using Google products such as Google Docs, Sheets, etc.
- You have a good understanding of PC and console games
- You have a good sense of what players enjoy and what they want
- You are reliable, dedicated, and resilient
- You work in an organized manner, learn quickly, and possess good communication skills
- You are a team player and handle constructive feedback well
- You are result-oriented and passionate about games
- Good communication skills in English (both spoken and written)

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We offer:

- An exciting internship offering significant responsibility and scope for initiative
- The opportunity to gain comprehensive insights into the development and publishing of PC and console games within a short timeframe
- Working in a small, international team with a close-knit, family-like atmosphere
- A creative work environment
- A flat hierarchy and short decision-making paths

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