



Never fear Monsters under your bed again: Monstrous internships

De Monsters is a design studio from Amsterdam (our MonsterCave is inside Pakhuis De Zwijger) that is run by three young designers/developers. De Monsters are working on their own product aimed at creative teams: **Blackbox**, the startup that we invest all our energy in and roar about whenever we can (more info on page 2).

Are you a Monstrous Interaction Designer?

Function: Interaction Designer

Period: minimum of 3 months

As Interaction Designer you will have your work cut out for you on Blackbox. De Monsters share a background in Interaction Design and are passionate about User-Centered Design. Aside from teaching you how to roar like a true Monster, we'll offer you a chance to get experience in working on a big application. Together with the other Interaction Designers you will make sure that Blackbox perfectly matches the desires of our users. Also you'll get a unique glimpse at a fast developing company during its startup phase with all its highs and lows.

Necessary experience:

- Knowledge of User-Centered Design
- Creation of Interaction Designs
- Creation of structure and flow
- Interface Design using wireframes

Extra credits for the following:

- Experience with Visual Design
- Experience with usability
- Experience with prototyping
- Experience with personas

Do you think that you are the Monster for this position or do you see another role in our team cut out for you? Get in touch with Paul through Paul@deMonsters.com or call **+31 6 1500 4448**.



Blackbox

Blackbox is an application that runs on the desktop, the web and on mobile devices.

Blackbox provides insight and overview into the workflow of a creative process from the perspective of design, development and management on a design level. De Monsters solve the many problems that creative teams run into when it comes to these points. Examples could be:

- How can I make sure that I am up to date on the latest developments within my team?
- How can I make sure that the documentation of my work is useful for me and my team?
- How can I add sufficient context to my designs and ideas so that my team and client understand what I am trying to convey?
- How can I make sure that I am involved with every aspect of the design process, also when I am not working on the project yet?

To make Blackbox as Monstrous as we can, De Monsters are looking for some little Monsters that are interested in an internship.

For more information check <http://www.MonsterBlackbox.com>

De Monsters are also looking for...

De Monsters are always on the lookout for little Monsters with the following talents or interests: Flash, Flex, AIR, AS3, C++, iPhone, Interaction Design, data architecture, Visual Design (or graphic design), web frontend, web backend, usability, user research, design processes or software architecture.

Our contact information again:

Mail Paul through Paul@deMonsters.com or call +31 6 1500 4448

