

ATELIER BRÜCKNER

ARCHITEKTUREN
AUSSTELLUNGEN
SZENOGRAFIEN

INTERNSHIP AT ATELIER BRÜCKNER FOR INTERNATIONAL STUDENTS OR GRADUATES

Job and tasks

- Design work for one of our international projects (Museum and exhibition design, expo pavilions, trade fairs, visitor centres, scenographies, architectures)
- Work and tasks depend on the design phase or planning stage of the project (concept, scheme, details, tender, construction)
- Work in an interdisciplinary team of designers (Architecture, interior design, scenography, multimedia/ interaction/ graphic/ product design etc.)
- Organisational tasks for the office
- For further information about our design philosophy "form follows content", staff and projects please visit our homepage

Your profile

- You are very good at creating innovative ideas for content in space
- You can visualize your ideas in an appealing way (drafts, sketches, plans and details, physical model, 3D renderings)
- You have a good sense of space, design, materials (research and choosing forms and materials)
- You are interested in our work / way of design, open and flexible personality
- You have to do a mandatory internship during your studies; your school requires a real / practical working experience

Computer and language skills

- Very good in Vectorworks (Absolutely necessary; we do NOT work with Autocad or Archicad. If you are not proficient yet in Vectorworks, you should make sure that you can work with the German version before starting at ATB)
- Proficient in Photoshop, Illustrator, Indesign
- Nice to have Cinema 4D – **obligatory** to have when your field of interest is 3D visualisation
- At ATELIER BRÜCKNER we work with Mac applications
- Absolutely fluent in English both in writing and speaking. Good command of German welcome

Offer

- 6 months full-time working experience with monthly salary and holidays