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

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