

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 dependent on the design phase or planning stage of the individual project (concept, scheme, details, tender, construction)
- Work in interdisciplinary team of designers (architecture, interior design, scenography, multimedia/ interaction/ graphic/ product design etc.)
- Further information about our design philosophy "form follows content", staff and projects please see on our homepage
- Some organisational tasks for the office are part of the job as well

Your profile

- You are very good creating innovative ideas for content in space.
- You are able to visualize your ideas in an appealing way (drafts, sketches, plans and details, physical model, 3D renderings)
- Have a good sense of space, design, materials (research and choosing forms and materials)
- You are interested in our kind of work/ way of design, open and flexible personality
- You have to do an obligatory internship during their studies; in other words the curriculum of 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 - or obligatory to have when your field of interest is 3D visualisation
- We work with Mac, not Windows
- 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