Internship: Avanade Racing Game

Description
Avanade is a sponsor of the PS Racing Team in the GT4 racing class. Besides that racing a very technical and foremost fun sport is to be in, racing is racing one of the most used sport in games. The sport is very suited for gaming and it is very popular.

Avanade is looking for enthusiastic graduate interns that are willing to develop a racing game for Avanade or that will do research on the racing game. For example, we are interested in interns that will do research on racing games that can be controlled with the use of Microsoft Kinect.

During your internship you will have a supervisor and the ability to use the global networks of Avanade. If you are interested, please send your resume by E-mail to Joris Valkonet by mailing to nl.recruitement@avanade.com. Based on the description above, we like to discuss your internship together with you to form a project description. If you have any questions, please contact 036 - 547 5107.

About Avanade Netherlands
Avanade is a worldwide consultancy company delivering Microsoft technology solutions for enterprises. Avanade is a joint venture between Accenture and Microsoft and has over 14,500 consultants in over 26 countries. For more information about Avanade, go to www.avanade.nl.

Techniques to use
Avanade is a daughter of Microsoft and therefore we use Microsoft technologies. All Microsoft technologies can be used during the internship. Microsoft has general technologies and technologies specific for gaming like Microsoft XNA, Microsoft Kinect and Microsoft .NET. You will have the freedom to choose the appropriate technology.

Background: Avanade racing team
Avanade is sponsor of the PS Racing team http://www.psautosport.nl/. Members of this racing team are Ferdinand Kool, Rob Kamphues (the one of the Dutch television) en Peter Stox. Ferdinand is driving in the Toerwagen Diesel Cup (TDC), Rob en Peter in the GT4. http://nl.nl.facebook.com/avanaderacing

Background: Microsoft Kinect
Kinect is a device consisting of a camera, microphone and software for the Xbox 360 so you can control the Xbox 360 without controller. The device can be used to control the Xbox 360 with body movement, gestures, expressions and voice recognition. The kinect has an API for software development. http://www.xbox.com/nl-NL/kinect

Game Development & Mobility
Playing games is enjoyed by people of all ages. With the technology advancing, games are more and more sophisticated and embedded into our day-to-day life while at the same time the biggest growth area is “casual gaming”. This offers a lot of fun and technical challenges. For example, playing games with no dedicated controllers but just your own body is becoming ever more popular. These days, games are not just for the PC or game consoles. You can also find them on smaller devices such as iPad’s and mobile phones. This gives us the opportunity to embed games into our real world and make use of ambient intelligence. In the area of game development and mobility, there are many different and challenging opportunities for internships. From using Microsoft Kinect for making a controller free game to using mobile devices for distributed games among many players.