The Camp Counselor will mentor students in game development, design, creative tools, and programming. You will be assigned a team of 4-5 excited campers and will work with them for the 3 week duration of camp.

As a counselor, you will interact with your team on a daily basis, oversee their hard work, and answer all of their curious questions. You understand how to take a game from concept to design, to creation, and are super excited to show others how to do it, too!

Camp participants will create games both as a solo project, and as a team. You are there to guide them through milestones, keeping scope manageable while maintaining excitement for the project. Easy peasy, right? ;)

**At The Camp**
- Camp Preparation/Training: June, 2020
- Camp Dates: July 13-31, 2020
- Camp Work Hours: 9:30am- 4:30pm
- Camp Length: 3 weeks
- Student Ages: 8-11 & 12-18
- Stipend based on experience and camp size

**Qualifications**
- Have/Pursuing Computer Science Degree, or equivalent
- Experience in C++, C#, Java, or other programming languages
- An understanding of game programming
- Loves video games!
- Excited about mentoring kids

**Responsibilities**
- Guide 1-2 teams of 4 students each through game development
- Work with students to program and debug games
- Lead team discussions
- Be a rolemodel
- Help plan, design, and delegate - you’re the producer!
- Collaborate with guest staff

Think you'd be a good fit? Apply for the 2020 Fellowship: [here](#)!