Are you passionate about game development? Are you familiar with Unity 3D and C#? Would you like to be part of something meaningful with global impact?

Become part of creating a mobile application that supports the goals of childhood cancer treatment through a game environment and get the full international startup experience at the same time!

Why

Cancer is the second cause of death in childhood and the most expensive illness to treat. There is a serious need for innovative services related to cancer treatment. We at Triumf Gamification propose a gamified solution for school-aged children with cancer to support their treatment while in the hospital and later in life. The adventurous content of our application provides external motivators for a change in habits and actions when it's difficult to find inner motivation during long and painful treatment. We help children in finding their inner superhero to fight the disease. There are currently no platforms to successfully combine research and gamification in the field of pediatric oncology.

What

We are in a stage of InVision prototype, with the content and concept art ready to be used together with design documentation. We have a wonderful team working on the solution from the content perspective and you as developers would get the experience from the first lines of codes until the alpha version to be distributed. You can also help us to design the solution in a way that content can be changed easily without altering the code. Although the project has a large scope, you can work on the part you like the most. For example we are looking for possibilities to incorporate machine learning. If AI is something you are interested in, you can also work on the project from this perspective.

Benefits

In addition to challenging coding you will get early stage international startup experience. You will work with domain experts and game designer and receive regular feedback. Triumf Gamification is based in Helsinki and you will have a chance to take field trips to Helsinki and meet with a network of IGDA developers. Note that one of our team members is based in Tartu and you will always have an opportunity to meet face to face. If we like each other then in the end of the project recruitment with stock options is possible!

Conditions

Any outcomes produced by the student team and any transferable intellectual property rights are transferred to Triumf Gamification Oy from the moment of creating them.

Contact: CEO Kadri Haljas, kadri@triumfin.me

Help us in turning sick children into superheroes!