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KeyGene – the crop innovation company

KeyGene is the go-to AgBiotech company for higher crop yield & quality. With our intellectual capital, solution driven approach and collaborative spirit, we work for the future of global agriculture with partners in the AgriFood sector. Using our proprietary technologies and non-GM approaches, we support customers with the development of new and improved crops. Our goal is to help organizations with their toughest R&D challenges, combining our cutting edge breeding technologies, bioinformatics & data science expertise and plant-based trait platforms. At KeyGene, we work in an international environment with more than 140 professionals from all over the world. Our company is based in Wageningen, the Netherlands and Rockville, MD, USA. www.keygene.com

To support the research in our Bioinformatics & Modeling department in Wageningen we are looking for an

INTERN
Game artist / Interface designer /
Game programmer

Vacancy number 17.intern002



Introduction

As a trainee you will be part of an innovative team of researchers and bioinformaticians who work together to exploit virtual reality to deliver the most efficient data analysis platform. An example of a VR product made by this team is shown on [KeyGene's Youtube channel](#).



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Your qualifications

- BSc student Bioinformatics, Molecular Biology or similar
- Experience with game development
- Good communication skills in English

Duration and location

The internship will have a duration of 6 months. Location will be Wageningen.

More information

If you are interested in this position you can send your letter of application and resume to: KeyGene Attn. Ms Tiny Swemers, Personnel Advisor, P.O. Box 216, 6700 AE Wageningen, The Netherlands or by email tiny.swemers@keygene.com. Please mention the vacancy number 17.intern002 in your application.

