



## CALLING ALL ASPIRING GAMERS – APPLICATIONS OPEN FOR MIGHTY KINGDOM GRADUATE PROGRAM

*24 November 2021*

Aspiring game designers, developers and creatives across Australia and New Zealand will have the opportunity to get their foot in the door to the games industry – and learn alongside some of the country's very best games industry professionals – when applications open for Adelaide-based Mighty Kingdom's annual Graduate Program on Tuesday 30 November.

Recent graduates will have just one week to submit their portfolios, with 6 spots up for grabs for a 12-month paid position within Australia's largest headquartered game developer.

From design and art to animation and real game dev project experience, Mighty Kingdom's Graduate Program offers employment, professional and personal development opportunities, mentorship and guidance for recent graduates.

On top of this, they'll have the opportunity to work side by side with a strong and progressive team of creatives with an exceptional workplace culture.

Designed to create industry pathways into the world of game development for young people who may otherwise not have had the opportunity, the program aims to attract a wide and diverse talent pool of ready-to-be future leaders and help them realise their full potential.

To be eligible for Mighty Kingdom's Graduate Program, applicants must meet the following criteria:

- Have graduated (a relevant field of study) within 12 months of applying
- Full working rights in Australia
- Adelaide-based, or willing to relocate

Established by Mighty Kingdom Founder and Managing Director Philip Mayes in 2017, more than 30 people have gone through Mighty Kingdom's Graduate Program since its inception – all securing paid roles with the company.

Applications for Mighty Kingdom's Graduate Program open at 9.30am ACDT on Tuesday 30 November, and close Tuesday 7 December. Successful applicants will start in March 2022.

### **About Mighty Kingdom**

- Founded in Adelaide in 2011, Mighty Kingdom has carved out an enviable niche making games that appeal to broad audiences with some of the world's largest brands such as LEGO, Disney and Sony. In the past decade, the company has released more than 50 games that have been played by more than 50 million players worldwide across multiple platforms. Visit: [mightykingdom.com](https://mightykingdom.com)

### **MEDIA CONTACT**

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