

# Game for booth at events



We are looking for motivated bachelor students to strengthen the Aether team.

## Aether description :

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The Aether Student CubeSat team brings together young Belgian engineers who are passionate about space technology. We are designing a CubeSat: a nano-satellite small enough to hold in your hand. In the past decade, the CubeSat standard has enabled countless new innovations in the space industry, and we are determined to uphold this tradition!

Aether is focusing on the area of re-entry: creating the technology that will allow future CubeSats to safely re-enter the atmosphere and land on Earth after carrying out their experiments in orbit. This will allow scientists to analyze samples and get even more results out of their experiments, and all this with the affordability and accessibility that come with the CubeSat platform!

## Project description :

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Currently Aether is heavily investing on recruiting and brand awareness by going to job fairs and organizing recruiting events. Typically big companies stand out because they have a nice booth to show off. Our booth is improving every time but there are still a lot of opportunities to make it even better. An popular example is a game.

## Project objective :

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The goal of this project is to build a very simple game to add to our booth. People can play this at events get a score on the leader board on our website. This game can go from developed using a game engine or to a led visualisation. Although there is a lot of freedom in this project, it would be nice to have something space related.

## Profile :

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- Creative
- Skills depend on the chosen game and implementation.
- Studios

## What do you gain ?

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- At the end of the semester you will receive a certificate.
- Create added value for your CV and the team.
- A team of students willing to help in any way possible.
- Be part of the team that will revolutionize the CubeSat platform.

If you are interested? Please contact us at [recruitment@aetherspace.be](mailto:recruitment@aetherspace.be) .

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