

# SANDER MULDER

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## *Internships at Sander Mulder*

### **The studio**

Over the years, Sander Mulder has become an internationally operating design studio, which specializes in the field of furniture-, lighting- and interior design. Our characteristic designs have left their traces in homes, galleries and museums all over the world. We are located in Eindhoven, the Netherlands.

### **What can you expect during an internship ?**

As an Intern you'll be included in almost all the work that is done in our design studio on a daily basis, and the recipe of that varies a lot.

This means you'll be working with us on brainstorm sessions, sketching and visualizations of new designs for clients or in-house projects.

But you will also be working on prototypes in our workshop, researching materials and fabrication techniques, the assembly and packaging of orders, customer service regarding our designs, or even running simple errands.

Besides the tasks above, we will give you one personal design project which you can develop during your internship. Some interns are able to finish it during their internship, some don't, but that's not the main goal. We use this project to evaluate your skills and teach you about (our) design philosophy, thus hopefully stimulating your personal growth.

The exact tasks you will get to do are direct results of priorities within the studio and your skills and ability, so they will vary depending on the period you're doing your internship in. You can ask us when/if we meet in person (\*) what you can most likely expect during the period you'll be doing your internship in.

During your internship we will pay for your daily travel expenses to and from the studio, your lunch (and dinner when necessary), drinks plus whatever is needed (machine hours/materials) for your personal design project. The internship itself is unpaid.

We work our 'normal' office hours (Monday to Friday from 9.30 - 18.00 hrs); but sometimes there are exceptions to this rule; especially with deadlines fast approaching, so flexibility on your part is appreciated.

### **Basic requirements**

You must be able to:

- Speak and understand Dutch or English, (or both, that's even better).
- Work with computer programs like Adobe Photoshop, Illustrator and Microsoft Word.
- Work with basic (electrical) tools for wood and metal.
- Have an open mind that's eager to learn.
- Work on simple chars as well as responsible design work.

It's an advantage if you also:

- Can work with a 3d drawing program, ideally Rhinoceros.
- Have a valid driving license.
- Can weld (Tig and/or Mig)
- Can work with Adobe Indesign.

### **How do you apply ?**

Please e-mail your CV and (online) portfolio to **info@sandermulder.com**, together with a short motivation. We will try to review your application and reply within 1 week. \*In case we are interested you'll be invited to our studio for a personal conversation about the possibilities.