

----- Forwarded message -----
From: **Gurpreet Kaur** <gurpreet9619@gmail.com>
Date: Tue, Sep 11, 2018 at 9:40 PM
Subject: Re: Campus hiring by Ingenuity Gaming
To: vibhu@pbi.ac.in

What will the process of hiring or interview.

On Tue, Sep 11, 2018 at 9:07 PM Vibhu Sharma Computer Programmer UCC <vibhu@pbi.ac.in> wrote:

Dear Concern,

Ingenuity Gaming is coming to the Punjabi University Campus for Hiring Trainee / Game Developer . The company would be offering internship to the selected candidates from 2019 batch, while the ones from previous batches will have immediate joining. Please see the e-notice board of Punjabi University for google form and details. The details of the company is as follows:

Name of the Company	Ingenuity Gaming Pvt. Ltd.
Nature of Business	IT
Company Website	http://ingenuitygaming.com/
Job Designation	Trainee / Game Developer
Tentative Joining Date	ASAP
Tentative Job Location	Noida
Job Description	This position will be responsible for developing and maintaining frame mobile games for various clients. Follow and define best practices an Basic Skills: HTML5, JavaScript, CSS3, Object Oriented design patter solving skill.

- **BOND (Clause)** : The Company will employ you and you agree to work with the Company for a minimum period of two (2) years ("Term"). You acknowledge that the Company will incur cost in providing your training and your development as a professional and in case you wish to resign and leave the Company before expiry of the Term, you shall pay to Company Rs. Two (2) lakhs towards breach of your commitment to complete the Term for compensating the amount and efforts spent by the Company in your training & development.

It is understood by you that the Company operates in a highly competitive environment because of which you agree that, during the Term and twelve (12) months thereafter, you shall not enter into an agreement substantially similar to this Agreement with any person or company or entity that engages in business activities similar to the business of Company.

