



**Why the hell do you want
to intern here?**

Here is why.

**Introducing
'The Unit' @ FUSE**

Start Your Story.

Careers don't just happen. They're written, revised, thrown away and re-drafted a million times over. But it all starts with a beginning – and FUSE is an amazing place to write your first chapter.

All the tools you need to create epic work are right here in our office. For the creative types, we've got broadcast-quality film equipment, professional design gear, and all the dongles, laptops and sketchpads you could ever ask for. But your greatest resource is our people. If you don't know how to bring your idea to life, somebody within a 100-metre radius of you will. There's a reason our trophy case is full.

Hit your deadlines. Think smart. Be nice. Surprise us with something amazing. Make the most of your time here and we'll make sure the first chapter in your story is one to remember.

#1

Let us be your first.

We promise we will be gentle.

We fill internships in the following departments:

- CREATIVE •
- ACCOUNT SERVICE •
- TECHNOLOGY •
- PRODUCTION •
- COMMUNITY MANAGEMENT •
- GRAPHIC DESIGN/STUDIO •
- EXPERIENTIAL & EVENTS •



Fun FUSE Fact #45

We really, really love socks (we even had a 12-week inter-office tournament to see who had the best pair). But we would rather have them knocked off our feet.

Enter you. Follow these steps, blow us away, and you'll get your ticket into the agency.

EARN YOUR SPOT.

1. Hit us up at intern@fusemg.com. Include the Internship type (ex. accounts, copywriter, etc.) and timing you're applying for in the Subject line.
2. In 1-2 sentences, tell us why you want to work at FUSE.
3. Sell yourself to us in a one-sentence elevator pitch.
4. Skip the cover letter. Just tell us a bit about yourself in the body of your email.
5. Include your portfolio/web/resume links (services like cloud, Dropbox and Drive are your friends) and make sure the share settings allow anyone to view them. PDFs are cool too, but please submit them as download links rather than attachments.
6. You haz internet? Nice. Send us your social handles.
7. We're flexible, but if you have strict start/end dates, let us know.
8. Show us your 10 best tweets.
9. Show us a great idea for one of our clients. (See fusemg.com)
10. Include a link to something you've made that you're proud of. The kind of thing you'd show your mom. We want to get a sense of your voice and how you work. This could be a blog you write, a thing you won, or a viral video you made that has 8 krajillion hits. It's carte blanche. Show us your growing accomplishments.



The Deets.

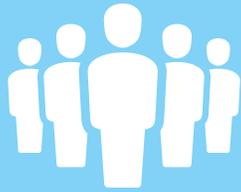
Internships usually run 10 weeks or 3 months (depending on school requirements).

Start and end dates are flexible (within our seasonal program).

We run 3 programs - Spring, Summer, Fall.

We require a minimum of 40 hours per week (Monday-Friday).

Internships are intended for students requiring experience for graduation only.



The FUSE Intern Program
[a.k.a. The Unit]

All of the internships involve working on real accounts and shadowing senior colleagues. You'll take part in training sessions, seminars, panels, and sink your teeth into a dedicated project of your own. If you excel, you'll be given more projects and tasks that go far beyond your typical internship.



If I don't have to just make copies and web banners like other places, then what kind of cool sh*t will I get to do?

• **Your FUSE Guru** •

On your first day at FUSE you will be assigned a mentor (within your discipline) to help you through your FUSE journey. Use their brain. You'll meet with them for a 15-minute check-in once a week to answer questions and provide valuable feedback.

• **The Unit Social Events** •

We want you to get out and spend some time with the other people in the program. Get to know each other, share goals and perhaps figure out a winning strategy for beer pong.

• **Lunch & Learns w/ FUSE Exec Team** •

We offer 3-4 Lunch & Learns with a member of the FUSE Executive Team. These are open sessions with big minds where you can ask any question you want.

• **FUSE Intern Blog** •

During your time at FUSE, you'll be asked to submit a minimum of two pieces of content for the FUSE Intern blog.

• **#Trending** •

Interns will also be responsible for adding things to FUSE's #trending report each week. The #trending report is a place to find the latest gadgets, interesting tech, coolest activations and the best of the world wide web.

• **The Final Test** •

The FUSE Intern group will also work on a group project that culminates in a presentation of their work to the agency as a whole at the end of the program. This could be anything from an In-House Demo Day to work on a specific Brief.

• **First Day – Status Warning** •

Be prepared because we want to hear the most embarrassing thing that has ever happened to you.



**You have a question?
We usually have an answer.**

What are the hours?

9:30am to 5:30pm – Monday to Friday. All-nighters not withstanding.

Will I be rollin' in da Benjamins?

You will be rolling in exactly one Benjamin (\$100) each week to help cover small expenses. Unlike some agencies we don't believe you should work for free.

How many people work at FUSE?

About 50 at the moment, but we're constantly growing.

What departments do you offer internships in?

Creative, Account Management, Social Media, Technology, XM & Production.

What is the dress code at FUSE?

Smart casual. You can leave the suit & tie at home.

Will I work on real projects?

Isn't that the whole idea here?

Why is FUSE always capitalized?

It looks cooler that way and when we were doing the branding the designer didn't notice caps lock was on. Don't make the same mistake.

If there is pop in the client fridge can I steal one?

You're playing with fire, young one. Our finance department has eagle eyes.

Is it true that one of your FUSE Interns won an NAA Gold and an all-expense paid trip to Cannes Advertising Festival in France?

Yes, Jarrett (Intern circa 2013) and our CD Patrick sipped champagne on the French Riviera thanks to an NAA win.

Is it just beer on the Friday Beer Cart?

No. There is wine, cider and the occasional drunken punch.



**Ask a dumb question.
Get a dumb answer.**

**Ask a smart question.
Get a shot.**

Can I bring my dog to work?

Yes.

Can I bring my pet cobra to work?

No. Wait, you have a pet cobra? Yes. (No.)

Do I really have to photocopy things? Is this 1997?

No. We want you to do real work here. Photocopying is reserved for our crazy parties and sleep deprived all-nighters.

Do you pay for my transportation?

Only if you walk to work.

Do I have to pay for my own lunch?

Usually. But you'll soon learn that the infamous "Lunch N Learn" meeting is your friend. There's also a Dollarama around the corner.

Other companies accept interns outside of school co-op requirements.

Why don't you?

We don't believe in using interns for cheap labour. Instead, we believe in helping our industry grow and giving fresh talent a springboard for their careers.

Will I have to work lots of extra hours?

Your call. It's your career.

If I have a really cool idea can you guys help make it happen?

We don't care if your pet cobra came up with it – we love notorious thinking and if an idea is truly amazing, we'll bring it to life.

Do you guys actually hire interns?

Yes. In fact, some of the people you'll be working with started off in the same position. Make the most of your audition and you could join them.



“I want in!”

Now what?

**Have any other questions?
Please contact waitwhat@fusemg.com**

Otherwise, answer the questions on page 4 and fire them off to
intern@fusemg.com.

We give everyone a fair shot – and we’ll give you constructive
feedback regardless of our answer.

#FUSEintern