Paradise City Group (Brussels)
Product Development Intern

Internship

Paradise City Group organises multiple festivals across Europe. For each of them, we build scenography and set design, often under tight deadlines and with a small team. A large part of our sets are built on or around standard event systems like scaffolding and truss. Because the same materials travel from festival to festival, they need to be easy to build, transport and store.

Why this internship exists

Every season, we run into the same problems. Set elements take too long to build and break down. They take up too much space in storage. They get damaged in transit. And fixings get reinvented every time. We're looking for someone who can look at these problems with fresh eyes and help us think through smarter solutions - before the new festival season begins.

What you'll do

- Map out the current pain points in build-up, breakdown, storage and transport, through conversations with the team, photos, plans and learnings from previous editions.
- Research materials: which materials, connections and fixings work well with scaffolding and truss, and are lightweight, strong and reusable.
- Explore solutions such as clamps, couplings, modular panels, standard dimensions, stackable elements, racks and flight cases.
- Look for systems that can be reused across different festivals and locations, even when they differ significantly from one another.
- Develop your ideas into technical drawings and 3D models.
- In March and April, follow the prefabrication process in our workshop in Deinze, where your designs are built and tested.

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What we're looking for

- You are in your final year of Product Development or a related field.
- You think practically and start from how things are actually used.
- You are comfortable with CAD (e.g. Fusion 360, SolidWorks, Rhino) and can sketch ideas just as easily on paper.
- You work independently but know when to ask the right questions of the people who build the sets.
- Knowledge of scaffolding, truss or event construction is a bonus, but not required. You'll learn that here.

What we offer

- An internship built around a real, concrete problem — where your output can actually be used at our festivals.
- A behind-the-scenes look at festival production, from design to prefab.
- Guidance from people who have been building sets for years and know exactly where things go wrong.
- The freedom to choose your own approach, with enough support to test it properly.

The internship runs from **November 2026 to May 2027**, with duration open to discussion depending on your school and study programme. You'll be based at our Brussels office, with on-site follow-up of the prefabrication at our workshop in Deinze in March and April 2027. Travel costs and expenses are covered.

Send a short motivation and your portfolio to jobs@paradisecity.be. Feel free to tell us which problem jumped out at you when you read this.