



Job Description:

SPORTS MARKETING AND PROMOTIONS GAME-DAY INTERN

Do you have a passion for sports marketing and promotions? Do you have a fun personality and the ability to share your enthusiasm with others?

This part-time summer internship contributes to the marketing and game-day operations of the Menace, Iowa's premier soccer team. Duties include:

- Playing an active role on Menace game days, helping with stadium setup and teardown – in addition to your in-game role focused on promotions, customer service and marketing.
- Carrying out the team's marketing strategies at community events on game days.
- As available, assisting with marketing and group-sales initiatives on weekdays.
- As available, assisting with the organization's youth programs, including the Menace's tournaments in late April and early May.
- Other projects and duties, as directed by Menace Director of Operations.

Qualifications

- Experience with public speaking; knowledge of soccer is a big plus.
- A voice that resonates and clearly communicates to large crowds.
- High levels of creativity and enthusiasm, with the ability to improvise.
- Desire to make contributions and to learn while gaining marketing, promotions and operations experience in the sports industry.
- Willing to work nights and weekends, able to commit to working from sun-up to sun-down on all Menace home dates. The season starts in early May and runs through July, possibly into August.
- Top-notch customer service and communication skills.
- Self-motivated with a positive attitude.
- Proven team player who is willing to take on responsibilities and do what it takes to get the job done.

As part of the same corporate family as Kum & Go convenience stores, all Menace associates are expected to uphold the company's values: Passion, Integrity, Teamwork, Caring and Excellence.

To Apply

Please email your resume to Lyle.Hunt@MenaceSoccer.com. Instead of a cover letter, please email me three reasons you're interested in being part of the Menace. Deadline is April 1.