

Considering a Career in the Video Game Industry?

What you should know.

1. Many jobs are project-based, not full-time. That means you'll work on a project and have to find another job once it's completed.

"Each project (game/studio) is its own world, and each one will need different people at different points in time. If Studio A in Town X is currently on the concepting stage of their next game, they will likely need Game Designers, Concept Artists and Programmers that can write quick code for prototyping, as well as Marketing and Business Intelligence people to see if the ideas are viable and would yield profit. So maybe if you are a backend developer, they won't be very interested in you, and you might want to consider moving to a studio that has a game live or about to launch, which would be interested in that. Or wait for some time, until those guys advance into the beta, where backend developers, level designers, testers, animators and 2D/3D artists will have much more work to do.

That assuming it's a development studio. A publishing studio won't need Game Designers, ever (to design what? They don't make products). But they always need a steady supply of Marketing, Community Management, Lawyers and Licensing personnel, etc.

What you need to ask yourself is **what** do you want to do in the making of a game, exactly, and which majors give you the most technical expertise in doing that. Pick a segment or task in the development process and excel at it, and above all, be ready to show how you've excelled (Portfolios, code samples, student/fan projects, levels...). After that it's a matter of waiting for an opening." <https://www.quora.com/What-universities-does-Electronic-Arts-recruit-new-grads-from-What-majors-are-they-looking-for>

2. Internships are important.

Interns at Electronic Arts (one of the top grossing firms) came from UCF, USF, Minerva (an innovative program for HIGHLY MOTIVATED independent types), NYU

<https://www.ea.com/careers/news/ghcscholars-two>

3. Article on how a game design company recruits: <https://medium.com/desk-of-van-schneider/how-to-get-a-job-as-game-designer-at-electronic-arts-a-look-behind-the-scenes-ee41b934d3bf>

4. A look at some of the jobs available at video game companies:

<https://careers.nintendo.com/job-openings/?loc=all?cat=Game%20Development>

<https://www.ubisoft.com/en-US/careers/search.aspx?jobFamily=programming>

<https://www.ea.com/careers/careers-overview>

5. Nintendo Game Designer Description Of Duties

- An experienced individual contributor with an area of expertise in game design that implements, play-tests and refines game design features to achieve a projects creative vision, goals and objectives.
- Implements, play-tests and refines game design features with consideration to gameplay fun-factor, difficulty balance, optimization and quality.
- Creates, play-tests and refines level, object, character, user-interface, screen and game-flow design with the collaboration of senior designers and above.
- Writes and maintains necessary design documentation.
- Works closely with senior designers and above to analyze and set game design feature direction.
- May participate in the research and development of future game projects.
- Guides less experienced members of the design team.
- Provides feedback towards the growth of new or enhanced design development tools and techniques.
- Works closely with programmers, artists and sound designers to implement gameplay features and systems.
- Works with senior designers and above to build constructive feedback and direction.
- Participates and contributes in focus test set-up, evaluations, co-ordination and analysis.
- Participates and contributes in design related discussions of product vision.
- Applies professional expertise to review, analyze and test products under development as a contributing member of a production team to ensure delivery of Nintendo's high standard of quality and timeliness.

Summary Of Requirements

- Four or more years of game design experience.
- Understanding of interactive software methodologies, production pipelines and Nintendo quality standards.
- Proven proficiency with commercial 2D/3D game editor. (E.g. Unity, Unreal, etc.)
- Basic PC skills (Word, Excel, PowerPoint).
- Undergraduate degree in Game Design, Computer Science or equivalent.
- Studies in music, art, films, television / broadcasting, and multimedia a plus.

More on the process here:

<http://www.bizjapanese.com/blog/7-so-you-wanna-work-for-nintendo-a-guide-to-nintendo-s-recruitment-system>

6. This is a very comprehensive study of what game designers' work lives are like: https://cdn.ymaws.com/www.igda.org/resource/resmgr/2017_DSS_!IGDA_DSS_2017_SummaryReport.pdf

Check out this report, too, especially p. 21

https://hevga.org/wp-content/uploads/2019/03/HEVGA_2019_Survey_of_Program_Graduates.pdf