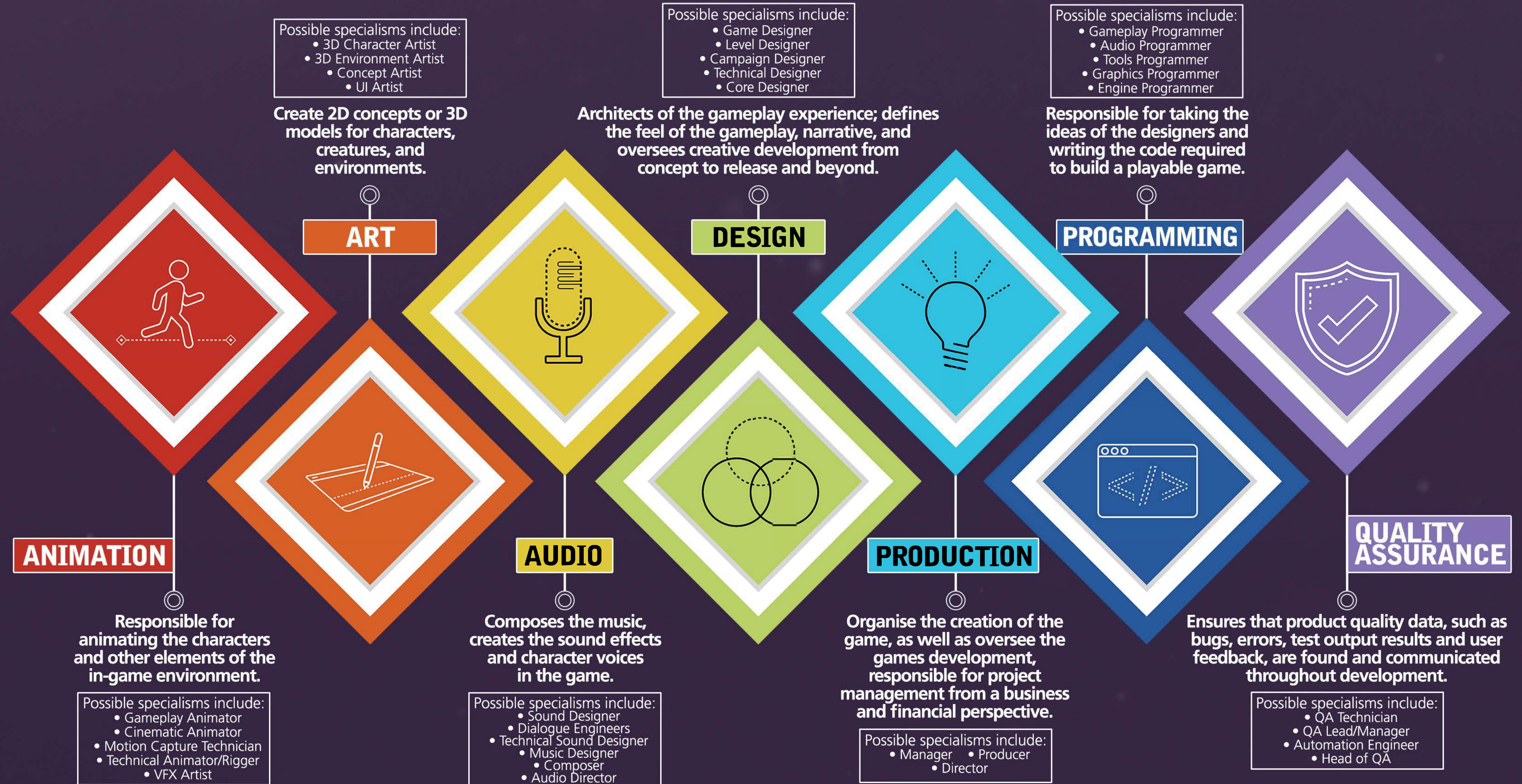




# GAMES INDUSTRY CAREERS:

Skills and Software across multiple disciplines







# ANIMATION

Responsible for animating the characters and other elements of the in-game environment.

## Cinematic Skills include:

- Cinematography
- Lighting
- Storyboarding & scripting

## Possible specialisms include:

- Gameplay Animator
- Cinematic Animator
- VFX Artist
- Motion Capture Technician
- Technical Animator/Rigger

## Software includes:



## Animation Skills include:

- Keyframe animation
- Motion editing with MoCap data
- MoCap acting

## Technical Art Skills include:

- Skinning & Rigging
- Scripting & Programming with 3D Maths

# ART

Create 2D concepts or 3D models for characters, creatures, and environments.

## Possible specialisms include:

- 3D Environment Artist
- UI Artist
- 3D Character Artist
- Concept Artist

## Concept Art Skills include:

- Conceptual Design
- Illustration

## Visual Effects Skills include:

- Particle effects
- Sprite sheets

## Cinematics & Narrative Skills include:

- Cinematography
- Lighting

## Environment Art Skills include:

- Modelling Architecture/Foliage/Terrain
- Set Dressing Levels

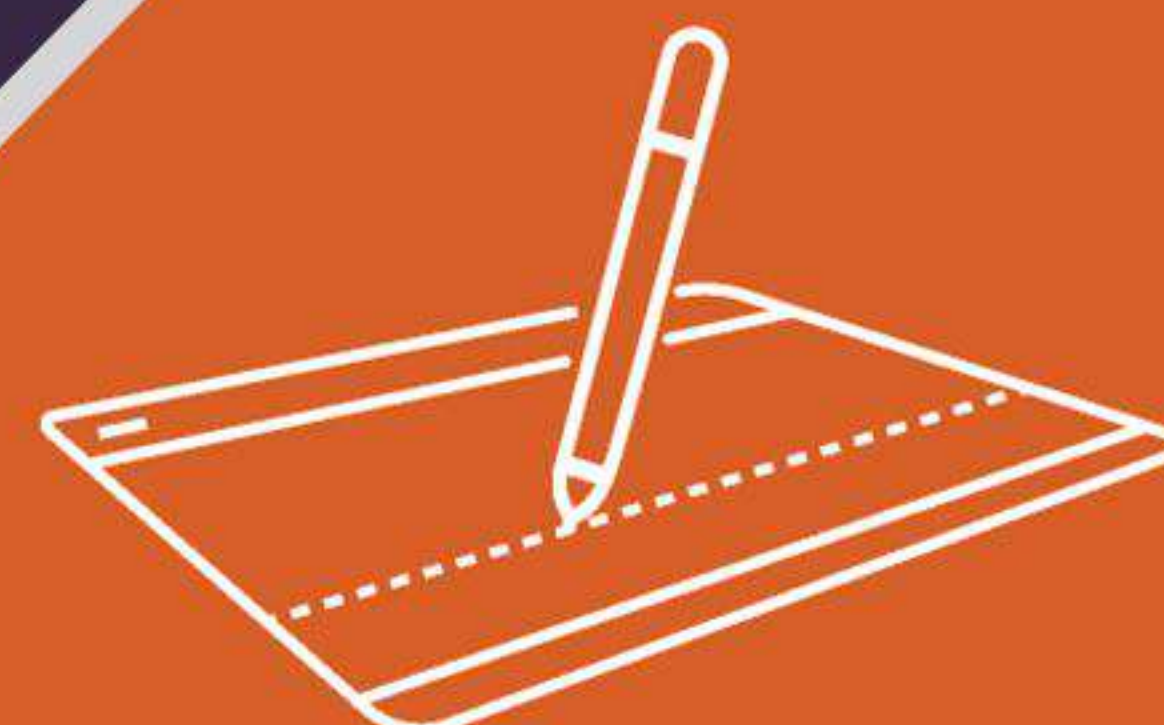
## Character Art Skills include:

- High/low poly modelling
- Texturing (inc. PBR)

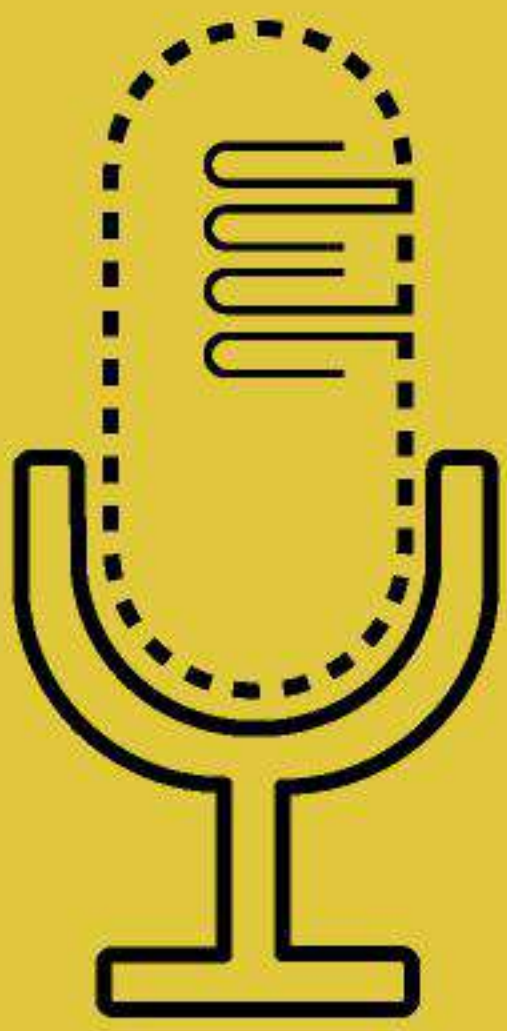
## UI Art Skills include:

- Designing User Interface Flow & Icons

## Software includes:







# AUDIO

**Composes the music, creates the sound effects and character voices in the game.**

**Possible specialisms include:**

- Sound Designer
- Music Designer
- Composer
- Technical Sound Designer
- Audio QA
- Dialogue Engineers
- Audio Administrator
- Audio Director

**Software includes:**



**Skills include:**

- Editing
- Composing
- HND in Sound Engineering
- Strong, structured, and logical documentation skills
- Experience mixing in 5.1 and multi-channel formats

# DESIGN

**Architects of the gameplay experience; defines the feel of the gameplay, narrative, and oversees creative development from concept to release and beyond.**

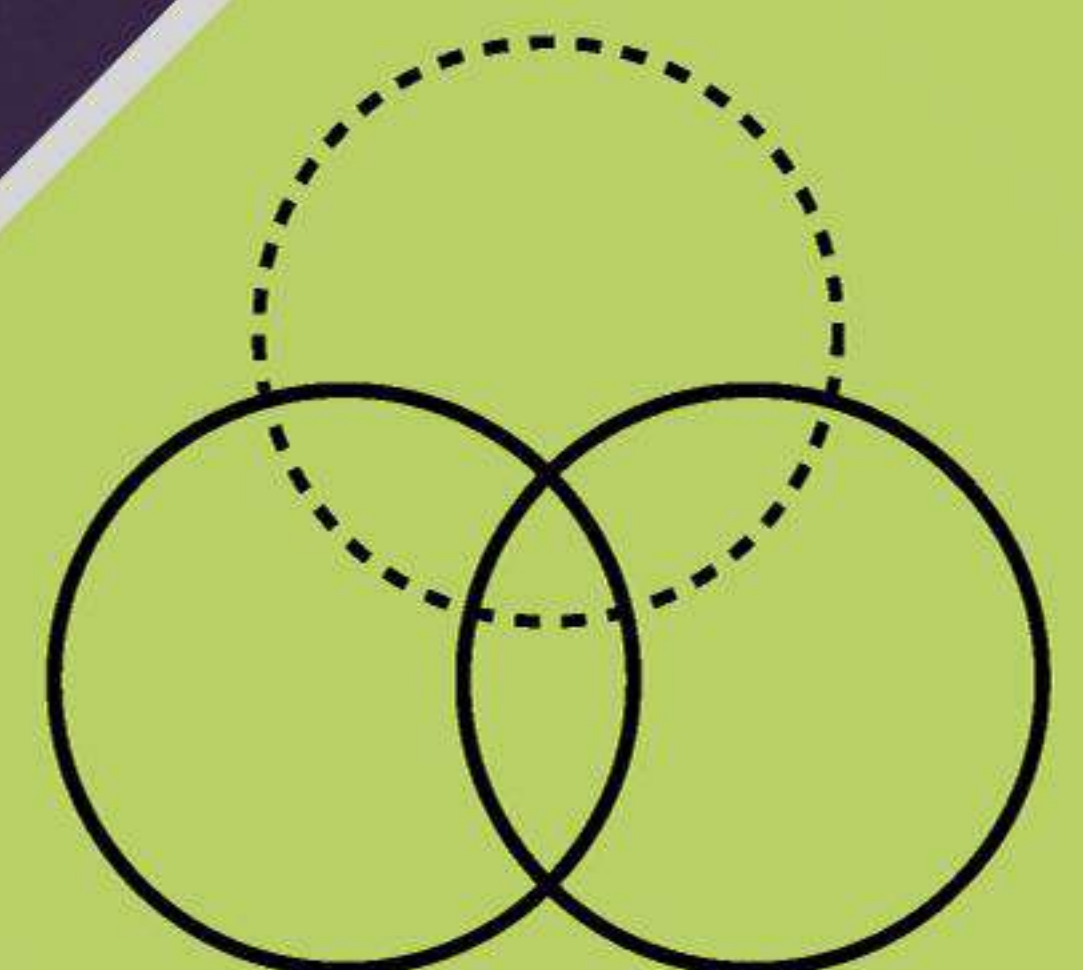
**Possible specialisms include:**

- Systems Designer
- Level Designer
- AI Designer
- Narrative Designer
- Technical Designer

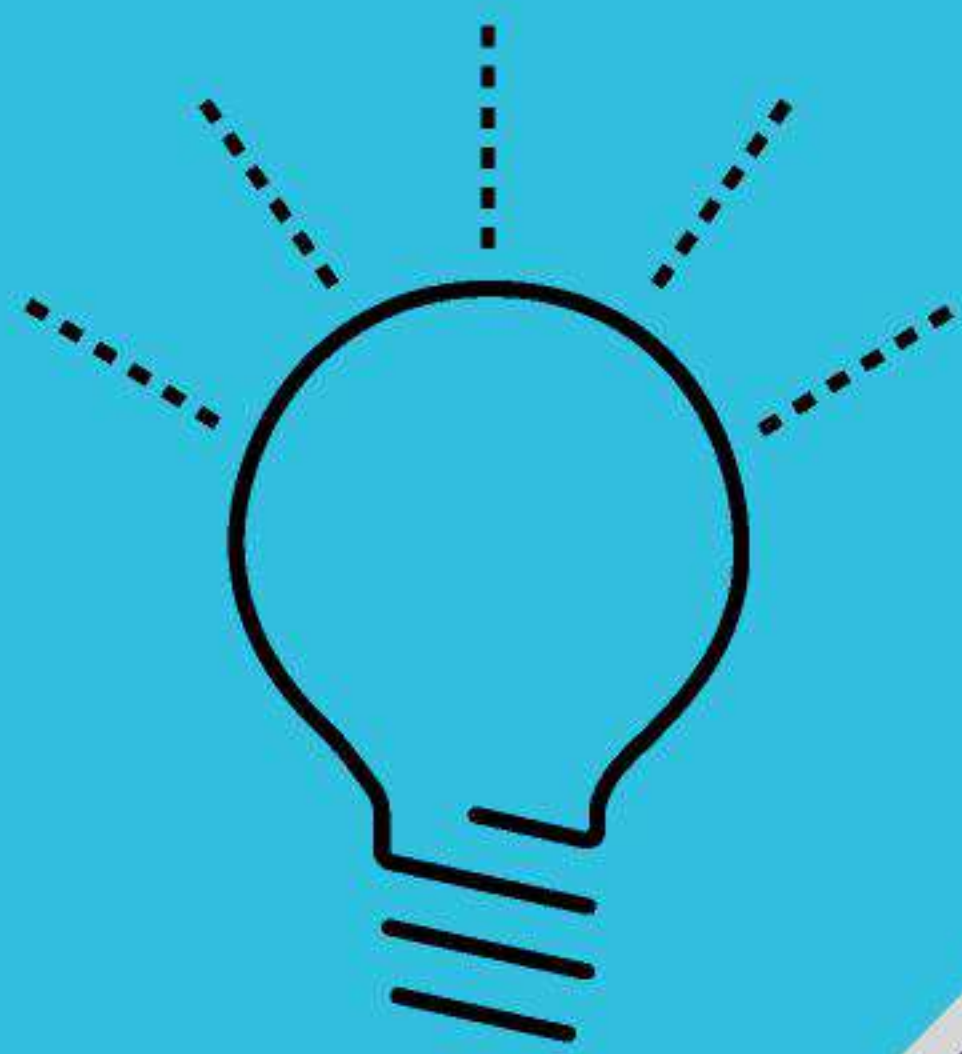
**Skills include:**

- Communication & Design Documentation
- Collaboration
- Analytical Skills
- Problem Solving
- Mathematics
- Visual Design Skills

**Software includes:**







# PRODUCTION

Organise the creation of the game, as well as oversee the games development, responsible for project management from a business and financial perspective.

Possible specialisms include:

- Development Manager
- Senior Producer
- Executive Producer
- Development Director

Software includes:



Skills include:

- People Management
- Time Management
- Presenting
- Communication
- Experience with Agile/Scrum

# PROGRAMMING

Responsible for taking the ideas of the designers and writing the code required to build a playable game.

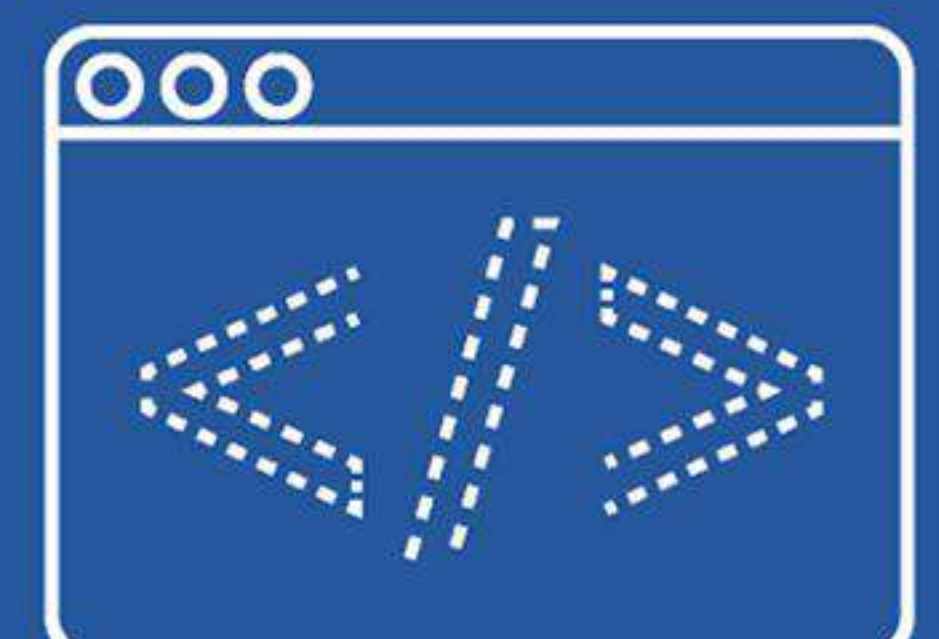
Possible specialisms include:

- Gameplay Programmer
- AI Programmer
- Audio Programmer
- Tools Programmer
- Graphics Programmer
- Engine Programmer

Skills include:

- Analytical & Mathematical problem solving
- Unit testing
- Geometry, linear algebra & calculus
- GUI skills
- C#
- C++
- Python
- Erlang
- Abstraction & modelling

Software includes:







# QUALITY ASSURANCE

Ensures that product quality data, such as bugs, errors, test output results and user feedback, are found and communicated throughout development.

Possible specialisms include:

- QA Technician
- QA Manager
- Automation Engineer
- QA Lead
- QA Projects
- QA Director
- Head of QA

Software includes:



Skills include:

- Game testing automation
- Written & Verbal communication
- A strong game area background

## OTHER CAREERS IN THE GAMES INDUSTRY



BUSINESS  
PLANNING /  
ANALYSIS



DEVOPS



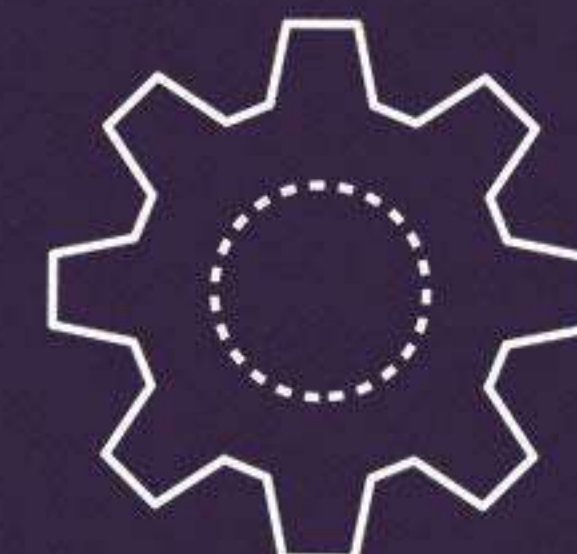
HUMAN  
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IT



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