**GAMES INDUSTRY CAREERS: Skills and Software across multiple disciplines**

**ART**
- Responsible for animating the characters and other elements of the in-game environment.
  - Possible specialisms include:
    - Gameplay Animator
    - Cinematic Animator
    - Motion Capture Technician
    - Technical Animator/ Rigger
    - VFX Artist

**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:
    - Game Designer
    - Level Designer
    - Campaign Designer
    - Technical Designer
    - Core Designer

**PROGRAMMING**
- Responsible for taking the ideas of the designers and writing the code required to build a playable game.
  - Possible specialisms include:
    - Gameplay Programmer
    - Audio Programmer
    - Tools Programmer
    - Electrical Programmer
    - Engine Programmer

**ANIMATION**
- Responsible for animating the characters and other elements of the in-game environment.
  - Possible specialisms include:
    - Gameplay Animator
    - Cinematic Animator
    - Motion Capture Technician
    - Technical Animator/ Rigger
    - VFX Artist

**AUDIO**
- Composes the music, creates the sound effects and character voices in the game.
  - Possible specialisms include:
    - Sound Designer
    - Dialogue Engineers
    - Technical Sound Designer
    - Music Designer
    - Composer
    - Audio Director

**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:
    - Manager
    - Producer
    - Director

**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 Lead/Manger
    - Automation Engineer
    - Head of QA
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

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

Software includes:

- 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:
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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:
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**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:
- Jira Software
- Hansoft
- Office + Macros
- Power BI
- Power Query

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
- Tools Programmer
- Graphics Programmer
- Audio Programmer
- Engine Programmer

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

Software includes:
- PERFORCE
- OPENAPI initiative
- Lua
- AWS
- Pytest
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:
- Lua
- Office
- TestRail
- Power BI
- Jira Software
- PERFORCE

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

OTHER CAREERS IN THE GAMES INDUSTRY

BUSINESS PLANNING / ANALYSIS
DEVOPS
HUMAN RESOURCES
IT
MARKETING & PR
OPERATIONS
WEB DEVELOPMENT

Website: creative-assembly.com