



GAMES INDUSTRY CAREERS:

Skills and Software across multiple disciplines

Possible specialisms include:

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

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

ART

Possible specialisms include:

- Systems Designer
- Level Designer
- Combat Designer
- AI Designer
- Narrative Designer
- Technical Designer
- Writer
- UX Designer

Architects of the gameplay experience; define the rules of the game and game world, narrative, and oversees creative development from concept to release and beyond.

DESIGN

Possible specialisms include:

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

Responsible for writing the code to bring the game, feature, or service to life, making a playable/useable build.

PROGRAMMING

Possible specialisms include:

- Brand Manager
- Product Manager
- Community Manager
- Social Media Manager
- Marketing Artist
- Marketing Co-ordinator
- PR Manager

Create campaigns for defined audiences about key aspects of the game using social media, reviews, adverts, online communities, dedicated game websites, sales platforms, and face-to-face events.

BRAND & MARKETING

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

AUDIO

Responsible for the soundscape; recording sounds, voice-actors and music, edits, designs and mixes, and implements in-game.

Possible specialisms include:

- Sound Designer
- Dialogue Engineer
- Technical Sound Designer
- Music Designer
- Composer
- Audio Director
- Audio QA

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
- Live Ops
- Executive Producer
- Development 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/Manager
- Automation Engineer
- Head of QA



ANIMATION

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

Software:



Possible specialisms include:

- Gameplay Animator • Cinematic Animator
- Motion Capture Technician • Technical Animator/Rigger

Cinematic Skills include:

- Direction • Cinematography
- Acting • Storyboarding

Animation Skills include:

- Keyframe animation
- Motion editing with MoCap data

Technical Animator Skills include:

- Skinning and 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 • VFX Artist
- 3D Character Artist • Concept Artist
- Technical Artist

Software:



Concept Art Skills include:

- Conceptual Design • Illustration

Visual Effects Skills include:

- Particle effects • Sprite sheets

Technical Artist Skills include:

- Modelling and texturing
- Scripting & Programming with 3D Maths

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





AUDIO

Responsible for the soundscape; recording sounds, voice-actors and music, edits, designs and mixes, and implements in-game.

Possible specialisms include:

- Sound Designer • Technical Sound Designer • Dialogue Engineer
- Music Designer • Audio QA • Composer • Audio Director

Software:



Skills include:

- Sound Engineering • Editing and Mixing
- Studio and Field Recording • Visual Scripting
- Composing

DESIGN

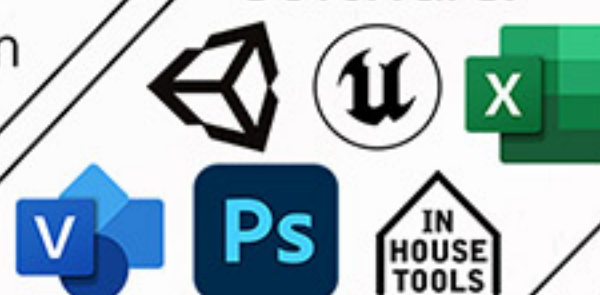
Architects of the gameplay experience; define the rules of the game and game world, narrative, and oversees creative development from concept to release and beyond.

Possible specialisms include: • Systems Designer • Level Designer
• Combat Designer • AI Designer • Narrative Designer • Technical Designer
• Writer • UX Designer • User Research

Skills include:

- Communication/Design Documentation
- Collaboration • Analytical Skills
- Problem Solving • Mathematics
- Visual Design Skills

Software:





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
- Live Ops
- Executive Producer
- Development Director

Software:



Skills include:

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

PROGRAMMING

Responsible for writing the code to bring the game, feature, or service to life, making a playable/useable build.

Possible specialisms include:

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

Skills include:

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

Software:





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:



Skills include:

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

BRAND & MARKETING

Create campaigns for defined audiences about key aspects of the game using social media, reviews, adverts, online communities, dedicated game websites, sales platforms, and face-to-face events.

Possible specialisms include:

- Brand Manager
- Product Manager
- Community Manager
- Marketing Artist
- Social Media Manager
- Marketing Co-ordinator
- PR Manager

Skills include:

- Audience analysis
- Creative storytelling
- Marketing
- Public Relations
- Relationship & stakeholder management

Software:



MORE CAREERS IN THE GAMES INDUSTRY



BUSINESS
PLANNING /
ANALYSIS



DEVOPS



HUMAN
RESOURCES



IT



OPERATIONS



WEB
DEVELOPMENT



Website:
creative-assembly.com