Adam Eckert

After completing my bachelor's degree, I want to join a game development studio as a video game designer. This job requires well practiced communication skills, necessary for getting every person working on the project in each of their different fields to share an understanding of what they are trying to produce and dynamics of the team they are working with. Of course, understanding of programming and the ways that computers function is a necessity in order to guide projects down a sustainable development path. It also requires a deep understanding of the design of mechanics and systems in games and the creativity problem-solving capabilities to manipulate these systems that define the player experience. Importantly, one must not neglect discipline and planning that must be put forth to maintain a stable development cycle, avoiding crunch time and ensuring that the scope of the project is within the capabilities of those working on it.

Sources:

https://www.youtube.com/watch?v=zQvWMdWhFCc

http://work.chron.com/qualifications-video-game-designer-5484.html