





Great thread on hiring and why you shouldn't 'pretend' you worked at a made up studio to cover up personal or academic work. As a 2021 graduate I wanted to share how I put personal and university projects on my CV to show how they can still look professional, and confident. 1/ 2

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https://twitter.com/JoannaHaslam/status/1550036695357263873

Below is a screenshot from the projects section on my CV. I include a relevant job field title, the name of the game/project, what state it is in, and the year it was made. Then a one-sentence description of the project. It still looks professional, transparent and honest. 2/2

Selected Personal Projects

Game Designer | Trailer Tales | Vertical Slice | 2021

 Narrative-based puzzle game where players relive the stories of a diverse set of characters found camping in the woods.

Solo Developer | Gardeners Grove | Self Published | 2020/21

 A relaxing garden creation game where players can breed plants and collect items to build their own garden space.

Level Designer | Clip | United Game Jam | 2020

 2D dimension switching platformer where the player navigates to the top of the tower to fix reality stabilising crystals.

I hand-select these projects depending on the job, and you can easily see these projects on my portfolio - ie. my CV and portfolio match up. I try to make it as easy as possible for folks hiring to see why these projects are relevant to the role I'm applying for. $3/\sqrt{2}$

As a student you can totally self publish a game on <u>itch.io</u> and say that you did that! But be expected to answer questions about it. I did all the marketing, research, dev etc. for Gardeners Grove. It even made some money despite being an academic project. 4/ 2



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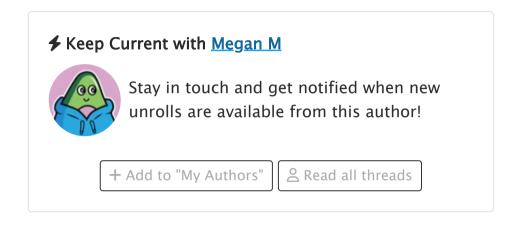
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I really don't want graduates getting stuck on applying because of lack of experience. Personal projects do not equal years of experience, but they do equal valuable experience if they are relevant to the role. Please talk about these projects in your cover letter, it helps. 5/

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