



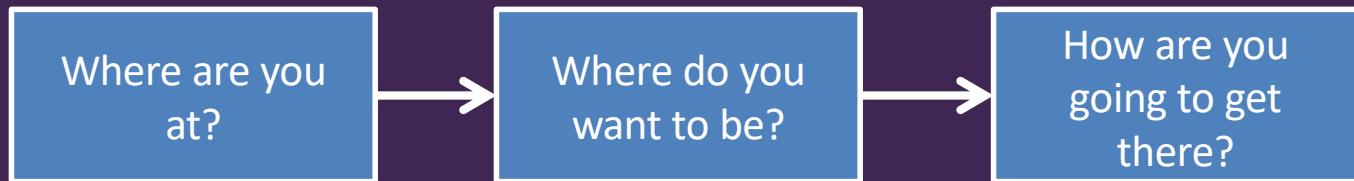
FALMOUTH
UNIVERSITY

Lecture 4: Building and honing your skills

GAM340: Professional Practice
BA(Hons) Game Development

- Learning Outcomes
 - **Analyse** media to discover cues about required, desired and nice to have skills
 - **Investigate** on-line and off-line approaches and techniques to develop your skills
 - **Discuss** methods of highlighting your skills within portfolio and promotional materials

- What skills do you actually need / want to develop?
 - Job's 'joining the dots' (Lecture 1)
 - Know yourself, plan yourself (Lecture 1)



- What skills do you actually need / want to develop?
 - What can you be, what can job ads actually tell us
 - Looked at ads in GamesIndustry.biz
 - ‘entry level’ / junior roles
 - Q3 (Oct-Dec) is never good for recruitment
 - People start going on holiday, Dec is a washout
 - Often, budgets are confirmed for Q2(Apr-Jun)
 - » Recruitment follows budgets
 - » Companies aware of graduation in May/June, gear towards that

- What skills do you actually need / want to develop?
 - Art
 - <https://jobs.gamesindustry.biz/gamer-network/uk-and-europe/junior-graphic-designer---artworker-gamer-network-id105393>
 - <https://jobs.gamesindustry.biz/big-planet/uk-and-europe/junior-vfx-artist-aaa-games-cheshire-uk-id110110>
 - <https://jobs.gamesindustry.biz/kwalee/leamington-spa/midlands/united-kingdom/uk-and-europe/junior-games-artist-id96538>

- What skills do you actually need / want to develop?
 - <https://jobs.gamesindustry.biz/kwalee/leamington-spa/midlands/united-kingdom/uk-and-europe/junior-games->

Games Artist

· Art / Animation - Leamington Spa

[!\[\]\(d3fb9f94af8b26d1c844efa9a98805b0_img.jpg\) Recommend 1](#) [!\[\]\(78eb1652b591ce460bbb1a853a52e223_img.jpg\) Tweet](#)

Job Title Junior Games Artist

Category Animator,Character Artist,Environment Artist,2D / Concept / Texture Artist,UI / UX Designer / Artist,VFX / Lighting Artist,Graduate Artist ,Graduate Animator

Description Kwalee is an expanding, independent mobile games developer and publisher based in the beautiful town of Leamington Spa, England, within the area known as Silicon Spa where over 3,000 game developers work.

Kwalee is one of the world's fastest growing studios and has rapidly become the largest hyper-casual publisher in the UK. Thanks to hit games including Draw it, Looper, Jetpack Jump, Shootout 3D, Go Fish!, Plank! and Rocket Sky, Kwalee has hundreds of millions of players across the globe, placing us within the top 5 mobile developers worldwide.

The company was founded in 2011 by David Darling CBE - awarded by the Queen, co-founder of Codemasters and comprises of a highly skilled and creative team that has doubled its size in the last year. The team includes many industry veterans and the original creator of the Micro Machines video games (yes, you read well, we have celebrities here!).

As a Junior Games Artist you're creative, enthusiastic and have a passion for games and all the art that you can create in them.

What you will really be doing

- A wide variety of 2D focused art tasks including conceiving, illustration, animation, VFX and UI design and layouts
- All art that might be required both for our live games and our Creative Wednesday games.

How you will be doing this

- You'll be part of an agile and creative team and work closely with them to coordinate efforts and get the best results.
- You'll think creatively and be motivated by challenges and constantly striving for the best.
- You'll work with cutting edge technology, if you need software or hardware to get the job done efficiently, you can get it

- What skills do you actually need / want to develop?
 - <https://jobs.gamesindustry.biz/kwalee/leamington-spa/midlands/united-kingdom/uk-and-europe/junior-games-artist-id96538>

Skills and requirements

- Strong sketching / drawing skills
- Strong 2D, concepting, illustration, UI and/or animation skills
- Excellent knowledge of Unity
- Ability to engage in and produce different styles of game assets across multiple mobile titles
- A creative mindset motivated by challenges and constantly striving for the best
- Interest in mobile games
- You must have the full right to work within the UK

- What skills do you actually need / want to develop?
 - <https://jobs.gamesindustry.biz/kwalee/leamington-spa/midlands/united-kingdom/uk-and-europe/junior-games-artist-id96538>
 - Effectively
 - ‘concepting’ -> good at life drawing, traditional media
 - Digital drawing / illustration
 - Some graphic design
 - ‘animation’ (probably 2D)
 - Unity ‘knowledge’ (UI work?)

- What skills do you actually need / want to develop?

- Art

- <https://jobs.gamesindustry.biz/gamer-network/uk-and-europe/junior-graphic-designer---artworker-gamer-network-id105393>

Junior Graphic Designer / Artworker - Gamer Network

Games Jobs - Art / Animation - Brighton

[Facebook](#) Recommend 0 [Twitter](#) Tweet

Job Title Junior Graphic Designer / Artworker - Gamer Network

Job Category Web / Graphic Designer

Job Description **Gamer Network** is looking for a Junior Graphic Designer to join our central technology and design team and work on our diverse slate of pop culture and video games events branding and website design projects.

In this varied role, our team offers a rare opportunity for a junior designer to come in and learn in an environment that includes working on some of the most high profile games media websites and consumer events in the games and pop culture industry.

As part of a team, your role will vary from artwork along set brand guidelines, to iterating existing brands and executing new designs under the direction of the senior design team.

Your skills can cover the full range of design tasks, but predominantly you will contribute to events signage artwork, web design iterations, some potential illustration or animation work skills, that can include print and physical media as well as digital.

Our focus will be on your portfolio, so that will form a vital part of your application. Prior experience is welcome, but demonstrating that you will be able to draw on a wide range of skills is important.

Responsibilities Include:

- Working on brand-driven content for our websites, consumer events and digital media projects.
- Preparing projects for the technical colleagues to then implement, in line with your outline or design.
- Creating eye-catching and well-executed designs, to brief, to strict brand guidelines and to clear deadlines.
- As part of the technology & design team, working closely with internal editorial, events, commercial and marketing teams.

- What skills do you actually need / want to develop?

— Art

Required Skills and Experience:

- You must have a art / design portfolio that demonstrates a competent, varied and well rounded approach to artworking and graphic design.
- Strong knowledge of Adobe Creative Suite, including InDesign, Illustrator, Photoshop, After Effects and Premiere Pro.
- Skills in media other than digital graphic design, such as video editing, illustration, animation would be of interest.
- Excellent communication skills - written and oral - especially in communicating ideas and creative concepts.
- Well organised, delivering work to a brief and to a deadline, sometimes under pressure.
- Ability to work within the confines of existing templates, while still fostering originality.
- An appreciation for detail, finish, layout and typography.
- General IT fluency, Google suite, etc.

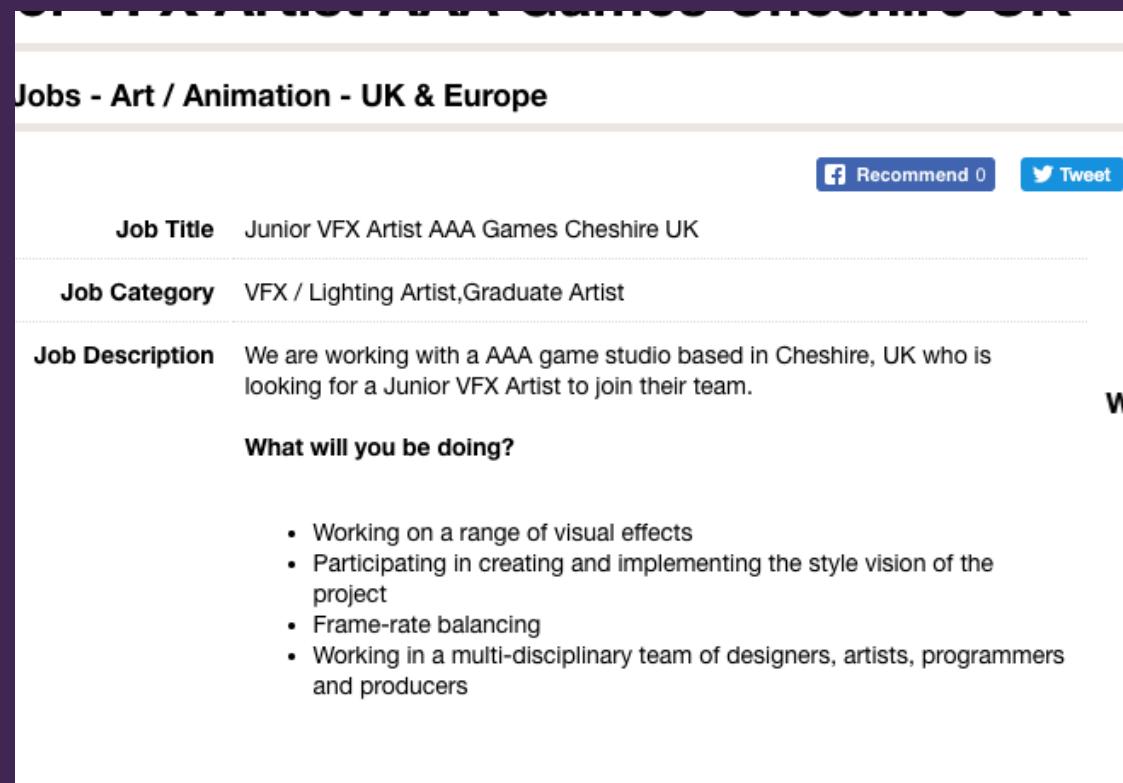
[ry.biz/gamer-network/uk-and-europe/junior-worker-gamer-network-id105393](http://www.creativelocator.com/jobs/jobs.aspx?CategoryID=1&CategoryName=Art+and+Design&JobID=105393)

Desirable Skills and Experience:

- A demonstrable interest in video games, gaming culture, and pop culture in general, will be a huge benefit to your application.
- A general love of great design in any form.
- A degree or any higher education qualification in Graphic Design or similar is strongly preferred but is not essential. Your portfolio will be the main focus of our evaluation.

- What skills do you actually need / want to develop?
 - Art
 - <https://jobs.gamesindustry.biz/gamer-network/uk-and-europe/junior-graphic-designer---artworker-gamer-network-id105393>
 - Effectively
 - Gamer Network is a website, this role is making visual content
 - ‘graphic design’
 - Adobe CS (InDesign, Photoshop, Illustrator, Premier)
 - ‘your portfolio will be the main focus of our evaluation’

- What skills do you actually need / want to develop?
 - Art



Jobs - Art / Animation - UK & Europe

Job Title Junior VFX Artist AAA Games Cheshire UK

Job Category VFX / Lighting Artist, Graduate Artist

Job Description We are working with a AAA game studio based in Cheshire, UK who is looking for a Junior VFX Artist to join their team.

What will you be doing?

- Working on a range of visual effects
- Participating in creating and implementing the style vision of the project
- Frame-rate balancing
- Working in a multi-disciplinary team of designers, artists, programmers and producers

Who you are

- 1+ years experience in a similar role including internships
- Portfolio demonstrating real-time gameplay VFX
- 3D applications e.g. Maya
- Photoshop for texture effect creation
- Appreciation of VFX art principles, lighting and timing
- VFX Shaders and Rendering Pipeline
- Eligible to work in the EU
- Niagara/Cascade a distinct bonus
- Fluid simulations using Maya/FumeFX a bonus

- What skills do you actually need / want to develop?
 - Art
 - Effectively
 - You love VFX
 - And not in real time engines either (Maya)

- What skills do you actually need / want to develop?
 - Art
 - In general
 - Key technical packages (Maya, Unreal/Unity, Adobe Creative Suite)
 - » Get good at using these
 - Key skills depend on what you want to do
 - » 3D modelling / materials
 - » 2D work
 - » VFX
 - » Concepting
 - » etc

- What skills do you actually need / want to develop?
 - Programming
 - <https://jobs.gamesindustry.biz/sumo-digital/uk-and-europe/junior-programmer-the-chinese-room--brighton-id108358>
 - <https://jobs.gamesindustry.biz/datascope/uk-and-europe/junior-c--wpf-programmer---london----35-000-id109364>
 - <https://jobs.gamesindustry.biz/opm/uk-and-europe/graduate-gameplay-programmer-andnbsp--cross-platform-andnbsp--north-west-uk-id95234>

- What skills do you actually need / want to develop?
 - Junior Programmer - THE CHINESE ROOM, BRIGHTON

Within this role you will:

- Assist the lead coder with implementation of core gameplay
- Work closely with a friendly team of dedicated people
- Work on a wide variety of problems
- Be mentored and assisted by experienced coders
- Assist in planning your own work

We need you to have:

- Have a degree in Computer Science or similar
- Strong coding skills and are proficient in C/C++
- Experience of using Unreal Engine 4
- Excellent communication skills
- Excellent debugging skills
- Practical experience with 3D math

You will also need to:

- Write code to specification
- Be able to diagnose and fix logic bugs
- Discuss implementation detail of their own code

• Effectively

- Can you code in C++
- Can you use Unreal
- Do you know maths

- What skills do you actually need / want to develop?
 - Junior C#/WPF Programmer – London

Our client is an industry leading hardware & software engineering company who is looking for a talented Junior C#/WPF Programmer to work on some of their exciting upcoming projects. Based in the heart of London, offering a generous salary in the £35,000 region.

As the Junior Programmer on the team you will be responsibilities will involve working in a team to design and develop new features, you will also be responsible for UI development and back-end integration.

The ideal person we are looking for will have some professional programming experience and **some** of the following qualities:

- Experience with C# and .NET
- Experience with XAML/WPF
- Experience developing Tools in the games industry is advantageous

- Effectively
 - Can you code in C#
 - Can you write tools in XAML
 - Do you <3 tools?

- What skills do you actually need / want to develop?
 - Graduate Gameplay Programmer – Cross-platform – North West UK

They are now seeking a talented and enthusiastic Junior Programmer to join their Gameplay team, in Knutsford on a 12 month fixed term contract. This role offers an exciting opportunity to work on award winning games with very successful cross-platform codebase.

Required Skills and Experience:

- Demonstrably strong talent for programming game-play and mechanics
- A good degree in Computer Science or related subject.
- Fluent in object-oriented C++ with strong debugging and documentation skills
- A passion for games and solving the technical problems they present.
- Strong 3D maths and physics skills.
- A highly motivated team-player with the ability to understand code and learn quickly.
- Passion for working closely with world-class artists, animators and designers; supporting their developing day-to-day needs for game-play technology and associated tools.
- Please ensure you have a strong portfolio highlighting your best C++ projects.

- Effectively
 - Can you do gameplay coding?
 - In C++
 - Do you know / like maths?

- What skills do you actually need / want to develop?
 - Programming
 - In general
 - Key technical packages
 - » C++ / C#
 - » Unreal / Unity (games)
 - » C# / XAML / forms (tools & apps)
 - » Fullstack tech (webdev)
 - Key skills depending what you want to do
 - » Writing software
 - » Debugging software
 - » An appreciation of maths (physics)

- What skills do you actually need / want to develop?
 - Design
 - <https://jobs.gamesindustry.biz/datascope/uk-and-europe/game-designer--junior--malta-20-32k-eur---benefits-id109963>
 - <https://jobs.gamesindustry.biz/amicus-games/liverpool/north-west/united-kingdom/uk-and-europe/technical-designer-id107134>
 - <https://jobs.gamesindustry.biz/big-planet/north/united-kingdom/uk-and-europe/uk-s-90--metacritic-aaa-racing-studio-hiring-track-designer-id79923>

- What skills do you actually need / want to develop?
 - Game Designer (junior) - Malta - 20-32k EUR + benefits

This independent developer and publisher of F2P mobile titles seeks a Junior Game Designer to join their team in Malta.

This role will suit a junior designer, with some mobile experience, who is open to relocation.

Salary for this role is approx. 20-32k EUR + benefits.

- Effectively
 - Do you know/care about F2P mobile games?

- What skills do you actually need / want to develop?
 - Technical Designer

We are currently partnered with an ambitious Liverpool based Games studio who are on the lookout for a Technical Designer. This role would see you working closely with the Game Director to produce and design prototypes for new features and mechanics using Unreal Engine 4. This is an opportunity that will see you take on the role of a technical expert for major game features ensuring all tools and best practice guides are documented properly and being followed. The role will have you working really closely with all areas of the studio but particularly with the programming audio and art teams in order to develop prototypes into fully fledged game features.

This role would suit someone who is:

- Experienced in Unreal Engine 4
- Have hands on experience with Blueprints
- Passionate about games
- Excellent Communicator
- Open minded
- Collaborative

- Effectively
 - Do you know blueprints?
 - Do you want to make prototypes?

- What skills do you actually need / want to develop?
 - UK's 90% Metacritic AAA Racing Studio hiring Track Designer

Our client, one of the UK's premiere AAA development studios; well-known for the exacting standards of polish displayed on every title they ship. They are now offering an opportunity for a gifted Track Designer to join their North UK studio's talent in delivering AAA racing experiences.

Responsibilities:

- Play a major role in establishing, then communicating the vision for the overall racing experience across tracks to Art, Animation and Audio teams
- Work closely with Senior Track Designer for feedback and design goals, championing a standard-setting racing experience at the production's every corner to the finish

Requirements:

- At least 3 years' experience within the games industry and at least one title shipped, ideally involved in racing game track design
- A passionate communicator of ideas in verbal, written and visual terms across all departments and levels, 3D modelling software knowledge highly beneficial
- Prior level design and scripting exposure within current-gen engine (UE4 / Unity5), having dissected and isolated the formula of what makes a racing track great
- Infectious enthusiasm, relentless motivation to improve and learn and a passion for delivering great games

- Effectively
 - Are you interested in racing / racing tracks?

- What skills do you actually need / want to develop?
 - Design
 - In general
 - Key technical packages
 - » Unreal / Unity (games)
 - » Often Adobe CS for presentation / pre-viz
 - » Scope for ‘programming’ / blueprints
 - Key skills depending what you want to do
 - » Building levels (white box / grey box / block out)
 - » Creating gameplay
 - » Communication with others (programmers / design managers)
 - » (often) writing
 - » (sometimes) drawing & graphic design

- What skills do you actually need / want to develop?
 - Animation
 - <https://jobs.gamesindustry.biz/oxford-medical-simulation/united-kingdom/uk-and-europe/technical-animator-id107931>
 - <https://jobs.gamesindustry.biz/datascope/uk-and-europe/3d-animator--london--mobile---35-000---benefits-id109931>

- What skills do you actually need / want to develop?
 - Technical Animator

The role

At OMS we work closely with some of the world's leading healthcare organisations in the UK, US and globally to create high fidelity, fully immersive, single and multiplayer medical simulations that improve patient safety and save lives.

We are looking for a Technical Animator to join our team. You will work within our cross-functional team to deliver features on-time and to a high level of quality. Through regular communication and interaction with other team members, you will gather requirements for, and own the implementation of, key tasks and features across the Animation Pipeline.

You excel at:

- Runtime IK solutions in Unity
- Rigging & skinning
- Scripting

Even better if you have:

- A love of efficiency
- An interest in VR and healthcare
- Experience with Perforce
- Motion Capture knowledge, skills & experience

• Effectively

- Do you want to do animation for medical visualisation
- Rigging, skinning, scripting
- Optimisation
- Healthcare / VR 'nerd'

You have:

- Demonstrable skills in and knowledge of character animation in a realistic style in Maya
- Strong experience in working with animations within Unity
- A can-do attitude to solve difficult problems as part of an agile, fast-moving and highly-focused team
- Attention to detail
- The right to work in the UK - this is essential
- A desire to use your skills to make the world a better place

- What skills do you actually need / want to develop?
 - 3D Animator, London, Mobile, £35,000 + Benefits

The Company

Our client is a successful and passionate mobile games studio, who are currently looking to expand their team and hire a new 3D animator. You would be working in collaboration with other art departments to ensure that all animations are fluid and high quality. This role would come with a solid salary of £35,000 as well the opportunity to work on some of the most anticipated mobile titles in the country, alongside top tier game developers.

The Role

As 3D animator, you will be working on mobile games within a variety of genres on the mobile platform, and implementing high quality animations for a wide range of characters. You will also be responsible for ensuring that the junior artists are creating animations that are up to the standards of the art director, and company overall.

- Effectively
 - Are you good at animation
 - Can you lead inexperienced animators
 - Are you aware of mobile animation issues

The Person

The 3D Animator should have:

- A strong working knowledge in creating excellent character animations.
- At least 2 years of experience working in the games industry.
- A strong working knowledge of Unity.
- A portfolio/showreel demonstrating your animations from shipped titles.

- What skills do you actually need / want to develop?
 - Animation
 - In general
 - Key technical packages
 - » Maya
 - » Mocap
 - » Unity / Unreal animation
 - Key skills depending what you want to do
 - » Rigging
 - » Skinning
 - » Doing animation / working with mocap
 - » Working with programmers / designers

- What skills do you actually need / want to develop?
 - Audio
 - <https://jobs.gamesindustry.biz/sumo-digital/anywhere/sound-designer-sumo-sheffield-id100072>

- What skills do you actually need / want to develop?
 - Sound Designer - SUMO SHEFFIELD

Within this role you will:

- Create AAA standard, original SFX using a range of sound design methods and techniques
- Have an in-depth understanding of Wwise middleware
- Represent audio interests within cross-discipline feature groups
- Work closely with our talented Audio Team to deliver AAA audio for our games

We need you to have experience with:

- Full cycle work experience as an Audio Designer on at least 2 shipped AAA titles
- Demonstrable sound design skills
- Ability to work to tight deadlines.
- Advanced working knowledge of Wwise middleware
- Good knowledge of field and studio recording
- Familiarity with Foley recording and application.
- Experience in working with sound to picture.

It would also be great if you have experience with:

- Working experience with current gen console development/production
- Experienced Nuendo user
- Comfortable running dialogue sessions
- Experienced in multichannel sound design
- An understanding of current developments in interactive audio
- Working experience of creating UE4 Blueprints or similar visual scripting

- Effectively
 - Creating audio assets
 - Using wwise
 - Blueprints

- What skills do you actually need / want to develop?
 - Audio
 - In general
 - Key technical packages
 - » Unity / Unreal
 - » Wwise & other audio frameworks
 - » Audio synthesis / processing tools
 - Key skills depending what you want to do
 - » Making assets
 - » Processing assets
 - » (Some) prototyping in engine
 - » Working with programmers / designers

- What skills do you actually need / want to develop?
 - Writing
 - <https://jobs.gamesindustry.biz/gamer-network/brighton/south-east/united-kingdom/uk-and-europe/news-reporter-rock--paper--shotgun-id109392>
 - <https://jobs.gamesindustry.biz/opp/amsterdam/the-netherlands/uk-and-europe/copy-writer-andndash--netherlands-andndash--permanent-andndash--aaa-online-games-id110012>

- What skills do you actually need / want to develop?
 - News Reporter - Rock, Paper, Shotgun

Responsibilities Include:

- Produce multiple news stories per day on Rock Paper Shotgun, with scintillating copy designed to inform and entertain.
- Source, research and write your own news stories with an eye towards community and culture reporting.
- Conduct interviews with artists, designers, esports pros and other games industry professionals.
- Embed within game communities to spot potential stories. Be deep into some things and be willing to throw yourself into what you don't already know.
- Deliver accurate, clear and concise copy to hourly, daily and weekly deadlines, following well defined editorial standards.
- Work in our CMS to make sure stories meet a high standard of presentation
- Collaborate with the entire editorial team on all aspects of our coverage.

Desirable Skills and Experience:

- A journalism qualification or degree in a relevant subject.
- A portfolio filled with examples of the kind of writing we already do.
- Life experience and interests outside of games.

• Effectively

- Do journalism at a well-known gaming website
- Can you deliver content to schedule

Required Skills and Experience:

- Demonstrable talent for good writing and reporting.
- Ability to unearth and tell interesting stories about videogames.
- Willingness to secure interviews and ask tough questions.
- An understanding of reporting process, and the ability to spot and ask about what you don't know.
- Excellent communication skills, both written and oral.
- Strong work ethic with a high degree of determination and drive.
- Positive attitude and a team mentality.
- Passion and excitement about video games and the industry.

- What skills do you actually need / want to develop?
 - Copy Writer – Netherlands – Permanent – AAA Online Games

Our client is in search of an enthusiastic, organised, and self-motivated person to help them create content. You will be responsible for supporting and leading the creation of all consumer-facing, written content while maintaining the defined brand voice of the company. The position requires excellent communicative and interpersonal skills and this role will be based in Amsterdam.

REQUIREMENTS:

- Bachelor's degree in journalism, English, communications, or related discipline
- Extensive professional copywriting experience with solid portfolio of work
- Excellent research, writing, editing and proofreading skills
- Experience in producing copy for digital, print and broadcast channels
- Excellent time-management and organisational skills
- Great interpersonal skills and able to work in a team as well as independently to meet deadlines
- Proficiency with Microsoft Office software

DESIRED SKILLS:

- Passionate gamer
- Multilingual (Korean, French, German or other European language)

- Effectively
 - PUBG
 - Can you deliver content to schedule

RESPONSIBILITIES:

- Act as a cross-functional resource to support writing needs across the organisation
- Ensure material maintains a defined brand voice across all aspects of the studios written word
- In conjunction with PR, aid teams on communication sentiment and strategy
- Interpret copywriting briefs to understand project requirements
- Research and understand the various projects' needs and target audiences
- Write original copy and edit content for a range of communications and marketing materials
- Edit and proofread copy as needed
- Simultaneously manage multiple projects with short deadlines
- Elevate great internal ideas through writing and editing support documentation
- Contribute to the advancement of PUBG content and business

- What skills do you actually need / want to develop?
 - Writing
 - In general
 - Key technical packages
 - » Office
 - » (for games) writing technologies (fungus, ink, Twine)
 - Key skills depending what you want to do
 - » Interpersonal skills
 - » Presentation skills
 - » Working with difficult people
 - » Working across disciplines

- What skills do you actually need / want to develop?
 - Core set of skills for most areas of games development and beyond
 - A lot of them are ‘soft’ skills
 - For ‘hard’ skills
 - Use your portfolio and portfolio time to develop the ones you ‘care’ about
 - By care, the ones that mean something to you:
 - » What you enjoy
 - » What you want to do



- Emotional Intelligence

- Emotional Intelligence
 - Goleman's work looked at the relationship between levels of EI and 'success'
 - Often emotional intelligence mattered more than technical expertise or QI
 - 'What you know is not more important than who you know'
 - 'How you get on with those you know'
 - 'we like to work with people we like'

- Emotional Intelligence

Emotional Intelligence Domains and Competencies

SELF-AWARENESS	SELF-MANAGEMENT	SOCIAL AWARENESS	RELATIONSHIP MANAGEMENT
Emotional self-awareness	Emotional self-control	Empathy	Influence
	Adaptability		Coach and mentor
	Achievement orientation	Organizational awareness	Conflict management
	Positive outlook		Teamwork
			Inspirational leadership

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- Emotional Intelligence

Emotional Intelligence Domains and Competencies

SELF-AWARENESS	SELF-MANAGEMENT
Emotional self-awareness	Emotional self-control
	Adaptability
	Achievement orientation
	Positive outlook

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- Self-awareness
 - Be aware of the impact of your words and deeds on others
 - See Toby Young ...

• Emotional Intelligence

The image shows a collage of six tweets from the user [Toby Young \(@toadmeister\)](#) on Twitter, demonstrating a pattern of inappropriate and sexist remarks.

- Tweet 1:** [\(it was his daughter, a minor at the time\)](#)
Danny Boyle's wife's got huge knockers. [#Oscars](#)
23/02/2009, 04:21
- Tweet 2:** What happened to Winkleman's breasts Put on some weight, girlie. [#comicrelief](#)
10:17 PM - 13 Mar 2009
- Tweet 3:** That's quite a cleavage behind EdM. [#PMQs](#)
12:05 PM - 27 Apr 2011
- Tweet 4:** Serious cleavage behind [@Ed_Miliband](#)'s head. Anyone know who it belongs to? [#pmqs](#)
12:06 pm - 07 Mar 12
- Tweet 5:** Do Padma's breasts look bigger than normal? I think they do. [#tcparty](#)
3:02 AM - 10 Dec 2009
- Tweet 6:** Replying to [@BarryJl](#)
@BarryJl Actually, mate, I had my dick up her arse
10/07/2009, 00:12
- Tweet 7:** Ricky Gervais was wrong about this [#Emmys](#) crowd. The women here are smoking hot. There should be an award for Best Baps.
3:59 AM - 21 Sep 2009
- Tweet 8:** Replying to [@astall35](#)
@alex cstallings Thanks. Personally, I'm a fan of Gail's boobs
12:36 PM - 13 May 2010

- Emotional Intelligence

Emotional Intelligence Domains and Competencies

SELF-AWARENESS	SELF-MANAGEMENT
Emotional self-awareness	Emotional self-control Adaptability Achievement orientation Positive outlook

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- Self-management
 - You don't have to say everything you think
 - You don't have to fly off the handle at every opportunity
 - You don't have to tell everyone that everything will be a disaster

- Emotional Intelligence

Emotional Intelligence Domains and Competencies

SOCIAL AWARENESS	RELATIONSHIP MANAGEMENT
Empathy	Influence
	Coach and mentor
	Conflict management
Organizational awareness	Teamwork
	Inspirational leadership

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- Social awareness

- Empathy: try and have some understanding of what other people are going through
- Be aware of the structures that you operate in
 - Where are the sources of power?

- Emotional Intelligence

Emotional Intelligence Domains and Competencies

- Relationship Management
 - How can you help and work with others
 - Everyone takes their own route through their studies
 - You all have your own skills
 - And can improve them by helping others
 - You all have roles to play in the teams and groups that you are in
 - These can be dynamically assigned / adopted

SELF-AWARENESS	RELATIONSHIP MANAGEMENT
Intrapersonal intelligence	Influence
Self-confidence	Coach and mentor
Self-awareness	Conflict management
Optimism	Teamwork
Emotional self-control	Inspirational leadership

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- Emotional Intelligence
 - EI is not universal
 - Some MBTI types are more in tune
 - (xxFP) Feeling / Perceiving types
 - Vs
 - (xxTJ) Thinking / Judging

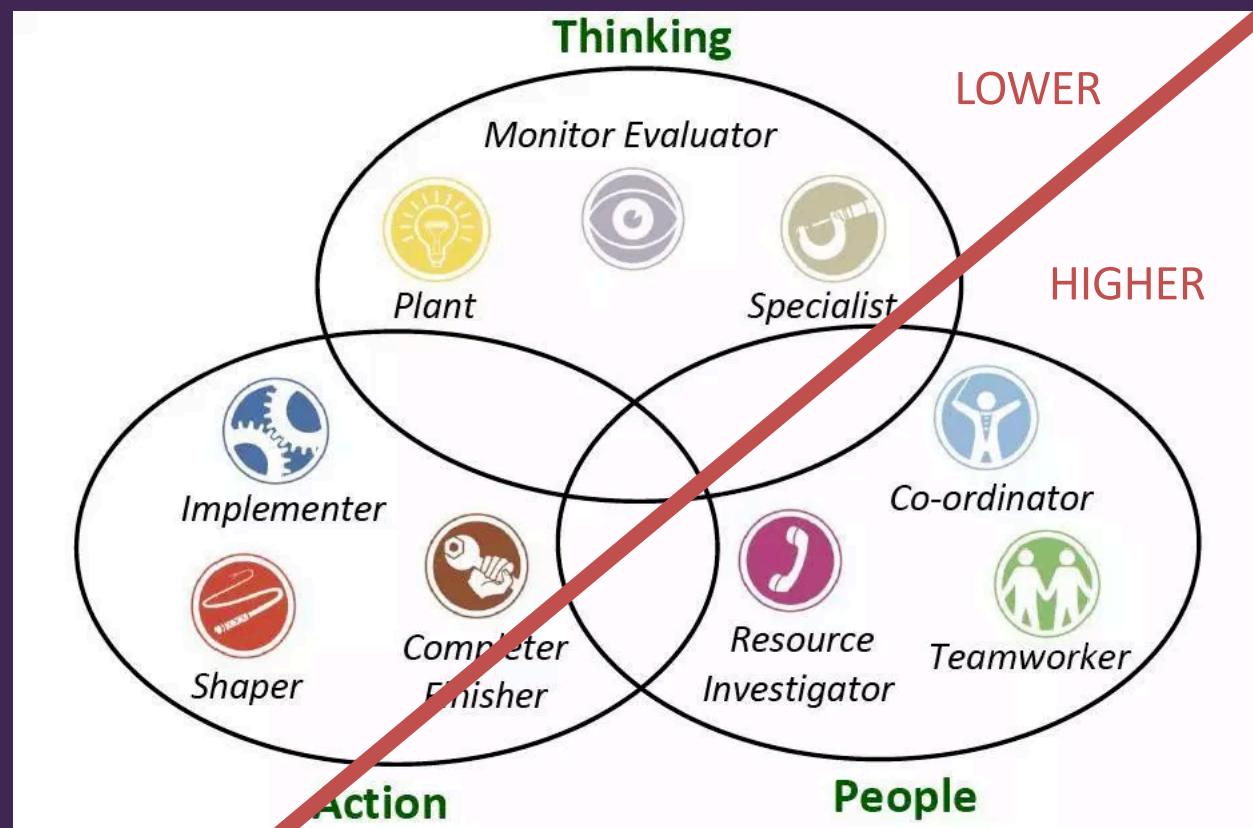


INFP



INTJ

- Emotional Intelligence
 - EI is not universal
 - Likewise for Belbin roles





- Honing your skills: How to ‘git gud’

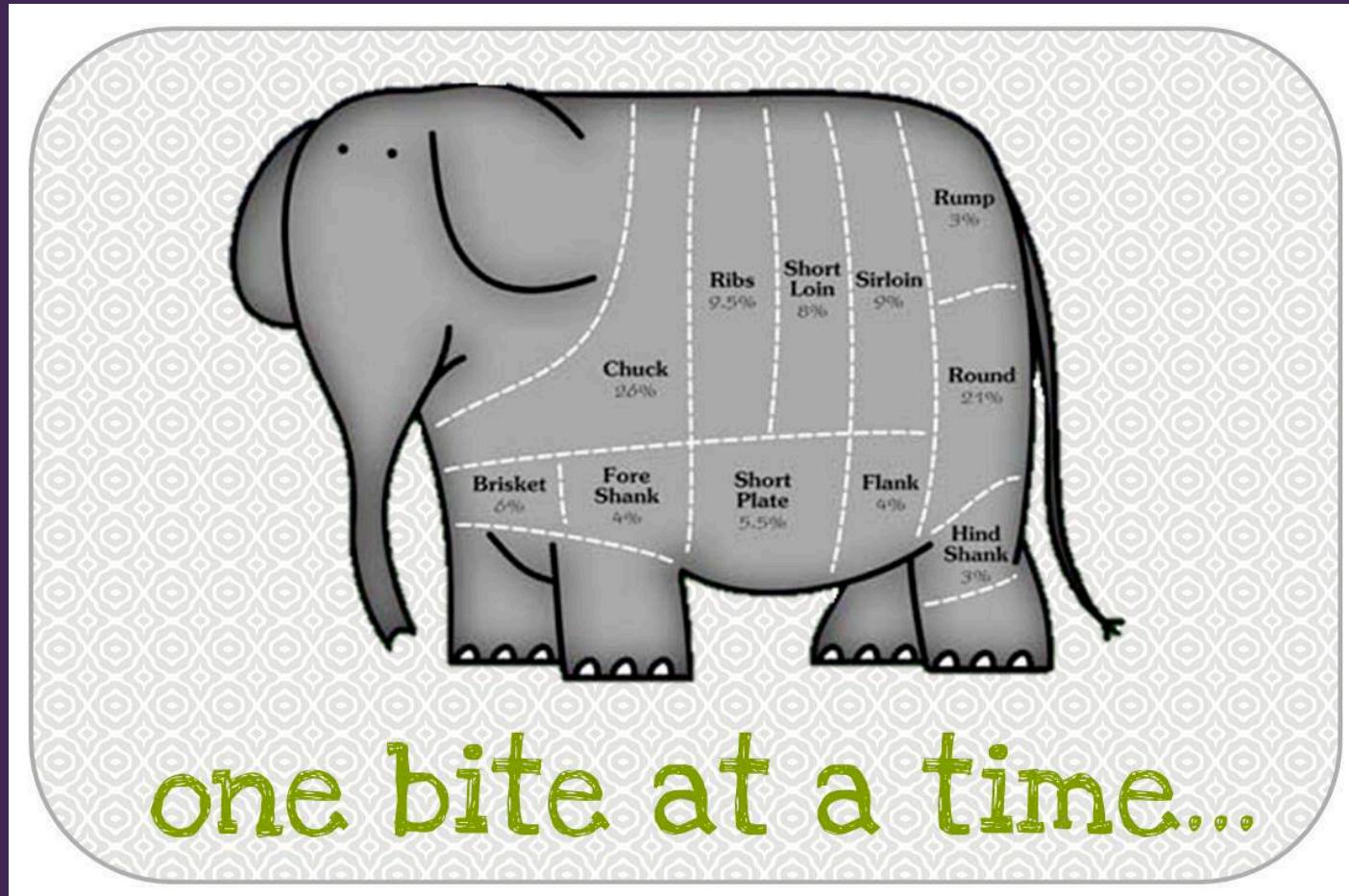
- Honing your skills
 - From Barbora's question last week:
 - It's not enough to suggest you all git gud
 - Commercial games are generally
 - Made by lots of people
 - With lots of experience (those 10,000 hours of deliberate practice)
 - » Often in destination roles
 - In highly specialised roles
 - Supporting each other
 - Collaborating & iterating

- Honing your skills
 - From Barbora's question last week:
 - It's not enough to suggest you all git gud
 - Professionals in the public eye are:
 - Often outliers
 - » Notch, Mike Bithell, Molyneux
 - Often have *very* good PR in place
 - » Molyneux



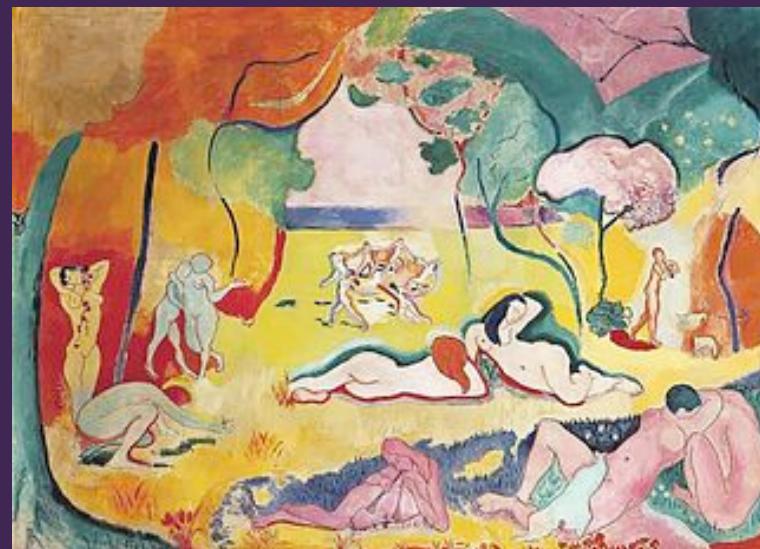
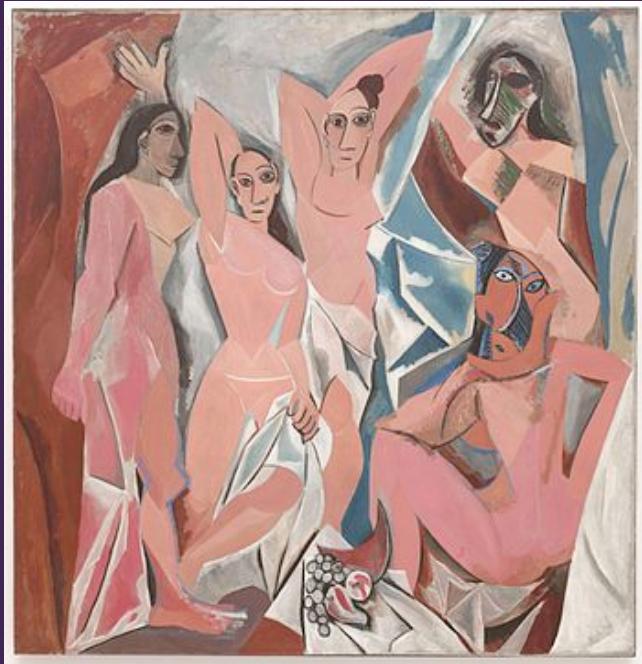
- Honing your skills
 - From Barbora's question last week:
 - It's not enough to suggest you all git gud
 - How to not collapse under the weight of all those expectations?
 - Choose your developmental targets carefully
 - » The guitarist problem
 - » The elephant problem
 - Remember that you should be enjoying this (Job's and 'do what you love')

- Honing your skills
 - From Barbora's question last week:
 - It's not enough to suggest you all git gud



- Honing your skills
 - From Barbora's question last week:
 - It's not enough to suggest you all git gud
 - Jonathan Hemmens work is a good example
 - The end results of processes
 - » <https://80.lv/articles/001agt-004adk-teens-room-interior-production/>
 - This explains the breakdown
 - Break this down and iterate the parts
 - » 'I want to get better at modelling X' rather than the entire scene in one go
 - » This is Gladwell's deliberate practice and discipline independent

- Honing your skills
 - From Barbora's question last week:
 - Often good to have something to compete against



- Picasso painted Les Demoiselle d'Avignon in response to Matisse and Les Fauve group
 - Developed off 'hundreds of sketches and studies'

- Honing your skills
 - From Barbora's question last week:
 - Very good to have feedback
 - This really ties into EI
 - » How can you be critical of work without upsetting the recipient of your criticism?
 - » How can you develop a resilience to 'have another go'



Success consists of going from **failure to failure** without loss of enthusiasm.

- Winston Churchill

- Honing your skills
 - From Barbora's question last week:
 - Very good to have feedback
 - Action Learning Sets can help
 - https://en.wikipedia.org/wiki/Action_learning
 - Form a small group (<5)
 - Meet frequently to discuss what you are doing & how you're doing it
 - » Revan's talks about open and closed questions
 - Closed for information
 - Open to think, discuss and reflect
 - » Similar to de Bono's thinking hats
 - https://en.wikipedia.org/wiki/Six_Thinking_Hats

- Honing your skills
 - From Barbora's question last week:
 - Offer your expertise

Emily Ward
9 October at 12:27

[3RD YEAR TARGETED POST] Hiya!! I've had a fair few 3rd year character artists ask me if I could show them how to rig a basic character. I just wanted to put a post out there to ask if there are any other artists that would like to join a relatively informal and basic rigging teaching session? Might as well get a gang together 😁 theres no date or anything organised but that's up for discussion with anyone who's interested

Alcwyn Parker, Alex Mitchell and 18 others 16 comments

Like Comment

View 10 more comments

Andy Smith Let me know if you'd like me to book you a room for this Emily

Like · Reply · 20h

Emily Ward replied · 1 reply

- Honing your skills
 - From Barbora's question last week:
 - Hassle your route tutors for expertise
 - Programmers are now learning C++ for programming tests

- Honing your skills
 - From Barbora's question last week:
 - Leverage the internet and its vast amount of learning resources
 - Youtube / Social Media / ArtStation / 80.lv etc
 - LinkedIn Learning
 - » Formally Lynda.com (you have accounts)
 - » Now moved to LI, hundreds of thousands of hours of taught materials
 - Ideal for directed learning
 - Can put achievements on your linkedin profiles
 - MOOC
 - » coursea.org, open.edu, futurelearn.com
 - » Again, vast amounts of directed (video) learning
 - Unity / Unreal / Maya learning resources

- Wrap-up
 - Different jobs require different skills
 - However, there's lots of crossover
 - Particularly for the '10 graduate skills' website
 - Now is not a great time for job ads, but there are ones out there
 - And there will be plenty more in the new year
 - Often worth looking for graduate roles that are similar to games roles but in other areas
 - Apply into games once you have some meaningful experience (18mths – 2yrs)
 - It's a much easier route

- Wrap-up
 - Developing your skills
 - Really can be daunting
 - Find tasks that fit your current level of expertise
 - Push yourself in small & incremental steps
 - Use your colleagues and staff to help you develop
 - Develop your EI to deal out and cope with feedback
 - Remember there are many sources of development, not least interweb resources.
 - Look at the portfolio potential of everything you do
 - It doesn't all have to go on your portfolio, but you will have more choice in what you choose from



- Questions