

Tips for Getting a Job in the Game Industry

Game Development Club - Division of CSEC

Overview

- Why game development?
- What are studios looking for?
- Searching for jobs
- Applying for jobs
- Selection Process
- Closing Remarks

Why game development?

Why choose game development?



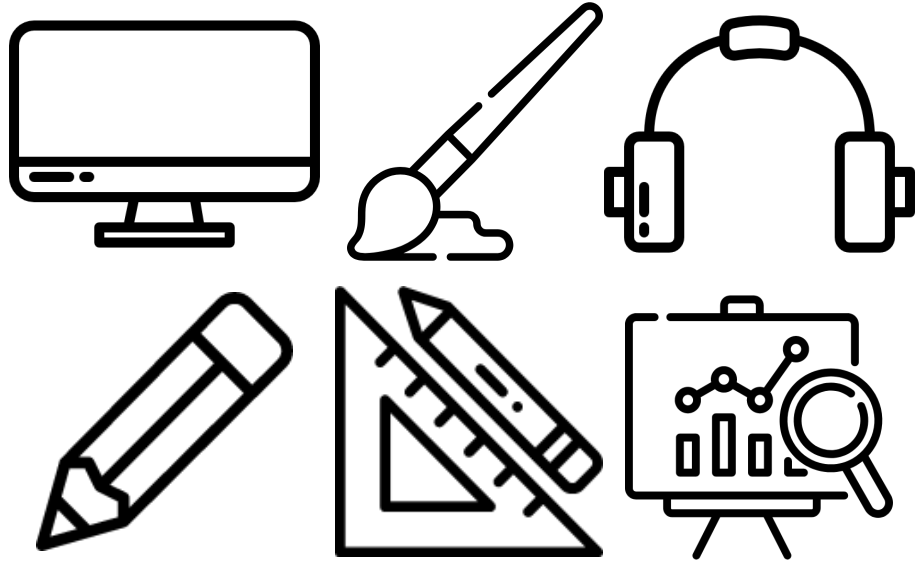
Why choose game development?

- Challenging
- Multidisciplinary
- Project-based
- Collaborative
- Broad



Types of jobs?

- Programming
- Art
- Music
- Writing
- Math
- Business
- Literally everything



Demand of jobs

SOME PROFILES ARE HARD TO FIND

Every project is different but this is an average tendency



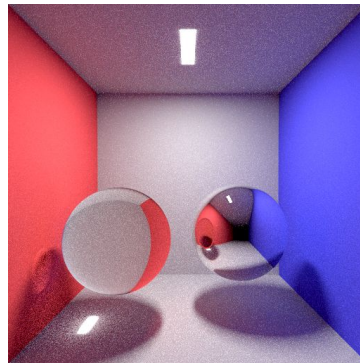
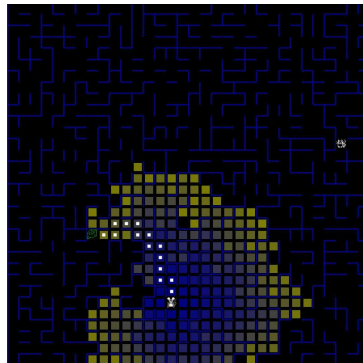
What are studios looking for?

What do they care about? 1. Education

- **Marks + Degree** for entry level jobs/co-op
- **Courses** (Computer Graphics, Artificial Intelligence, Compiler Optimization, Video Game Design)

Requirements & Skills:

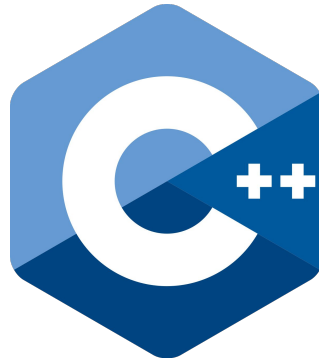
- Bachelor's Degree in Computer Science or equivalent work experience
- Strong math skills with emphasis on 3D math
- Strong knowledge of C and C++ programming languages
- Possesses the ability and drive to contribute and advance all aspects of a game



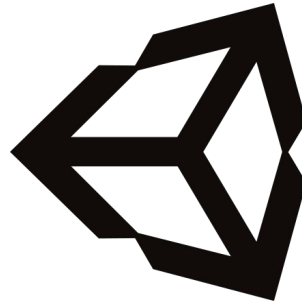
What do they care about? 2. Skills

Depends on studio, but:

- C++, Unity, Unreal
- Tech related to video games
- Passion for games!



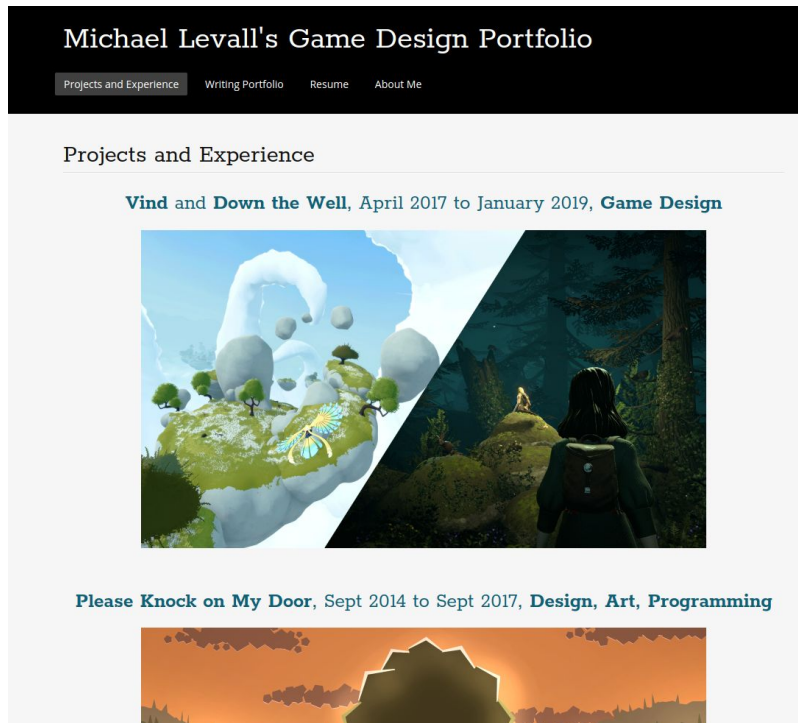
UNREAL
ENGINE



unity

What do they care about? 3. PROJECTS

- **Projects are paramount!**
- Relate them to the studio in some way
- Hobby game development, modding, ray tracer



Case Study - Studio MDHR Engineer



<https://web.archive.org/web/20190430044813/http://studiomdhr.com/careers/>

<https://www.linkedin.com/in/peter-smith-82099b4/>

Searching for jobs

Openings

- Internships
- Competitions
- Co-op placements
- Entry-level/junior positions



Where to search for jobs?

- **Co-op** Placements
- **#gamejobs** and **#gamedevjobs**
- [gamedevmap](#)
- [GameDevStudios.com](#)
- [#GameDevJobs](#)
[2020](#)



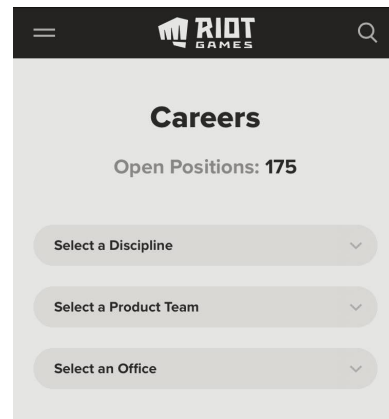
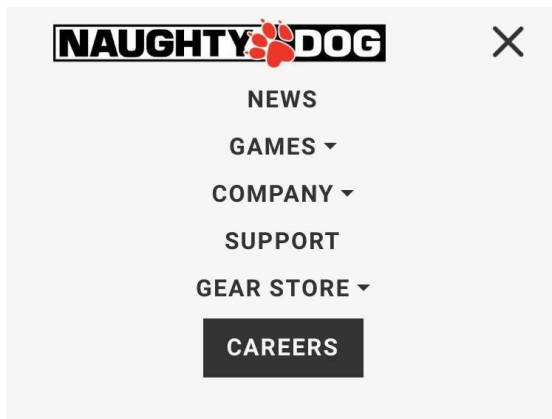
WHAT IS GAMEDEVMAP?

gamedevmap is a living map and catalog of game development organizations.

Browse by country ▼

Where to search for jobs?

- Go to the website of literally every studio you know and click **“Careers”** or **“Jobs”**



Where to search for jobs?

- <https://www.rockstargames.com/careers/openings/position/30f2a39f>
- <https://toronto.ubisoft.com/students/>
- <https://www.ubisoft.com/en-US/careers/gcdetail.aspx?id=215866>
- https://www.naughtydog.com/greenhouse/job/644722?gh_jid=644722#q_rnhse_app
- <https://rocksteadytld.com/wp/job/junior-physics-programmer/>
- <https://yachtclubgames.com/jobs/>
- <https://wayforward.com/jobs/>
- <https://thatgamecompany.com/careers/>
- <https://heartmachine.com/jobs>
- <https://ea.gr8people.com/index.gp?method=cappportal.showJob&opportunityID=158060&sid=https://gamejobhunter.com/local-video-game-companies-los-angeles-area/>
- <https://www.metanetsoftware.com/about-us>
- <http://www.q-games.com/en/recruit/>
- <https://jobs.jobvite.com/square-enix-montreal/job/oOkm8fwM>
- <http://starcolt.com/careers/>
- <https://thumpergame.com/about>
- <https://chucklefish.org/jobs/gameplay-programmer/>
- <https://cyan.com/company/careers/>
- <https://jackbox-games.breezy.hr/p/0532043610af-junior-gameplay-engineer>
- <http://www.asteroidbase.com/about-us/>
- <https://www.creative-assembly.com/careers/view/graduate-c-programmer/oLklbfwl>
- <https://wolfeye-studios.com/>
- <https://apply.workable.com/ninja-theory/j/E37B8F440A/>
- <http://drowningamermaid.com/jobs#Programmer>
- <http://blueislestudios.com/we-are-looking-to-hire-a-ue4-gameplay-programmer/>
- <https://www.digitalextremes.com/careers/postings/programming/senior-programmer-gameplaygeneralistsoftware-engineer>
- <https://hitgrab.com/careers/>
- <https://lightningrodgames.com/jobs/>
- <https://apocalypse333.com/>
- <http://snowedin.ca/jobs>
- https://hire.withgoogle.com/public/jobs/bigvikinggamescom/view/P_AAAAAFAAA6AzYSTO-wFtl
- <https://t.co/s8xZtUP71U?amp=1>
- <https://www.mediamolecule.com/jobs/graduates>
- <https://www.mightykingdom.com/graduate-intake/> DEC 8
- <http://gunfiregames.com/gameplay-programmer>
- <http://imageform.se/career/>
- <https://jobs.lever.co/sumo-digital/5272b8af-d65b-4879-9388-61503ce84669>
- <https://apply.workable.com/climax-studios/j/FF332876A2/>
- <https://braceyourselfgames.com/job-opening-junior-qa-tester/>
- <http://www.grindinggear.com/?page=careers>
- <https://hinterlandgames.com/jobs>
- <http://www.nextlevelgames.com/jobs.php?job=3 <<< GOALS>
- <https://www.klei.com/careers/software-engineer>
- http://jobs.jobvite.com/careers/certainaffinity/job/of4m9fwy?_jvst=Certain+Affinity+Careers
- <https://www.capybaragames.com/>

Where are the jobs located?

- Game development happens **all over the world**, and of varying sizes
- Toronto has many opportunities, but always **best to be willing to relocate!**
- [Toronto](#)
- [Los Angeles](#)

Applying for jobs

How to get a job?

- **Resume feedback**,
adjusting for every
application
- **Preparing for interviews**
(mock, glassdoor, etc.)
- **CSEC** has seminars and
resume/interview critique



How to get a *game* job?

- Have a good **portfolio**
- Many game companies want **visuals** or **playable builds** to engage with
- Use **Github Pages + Custom Domain**

Portfolio Example #1

Entertaining Monkeys place le storytelling au centre de la communication et ambitionne de fédérer toute personne sensible à ses contenus originaux à vocation littéraire.

Communication littéraire

Emissions interactives

- La Réserve** - Le premier site de la Zone
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Couverture d'événements

- Zone d'Antenne** - Littérature 2012
- Zone d'Antenne** - Littérature 2012
- Zone d'Antenne** - Littérature 2012
- Zone d'Antenne** - Littérature 2012

Fictions événementielles

- Alexis** - Une nouvelle de science-fiction
- Alexis** - Une nouvelle de science-fiction
- Alexis** - Une nouvelle de science-fiction
- Alexis** - Une nouvelle de science-fiction

reportages et interviews

- Zone d'Antenne** - Littérature 2012
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Appels à textes - Community management - Teasers/trailers

Webseries originales

La webserie permet non seulement d'effectuer des portages de gros textes en les sectionnant en épisodes, mais aussi de fédérer votre audience en imposant une rythmique et un intérêt pour l'évolution de l'intrigue. De plus, le format très court est plus adapté à internet.

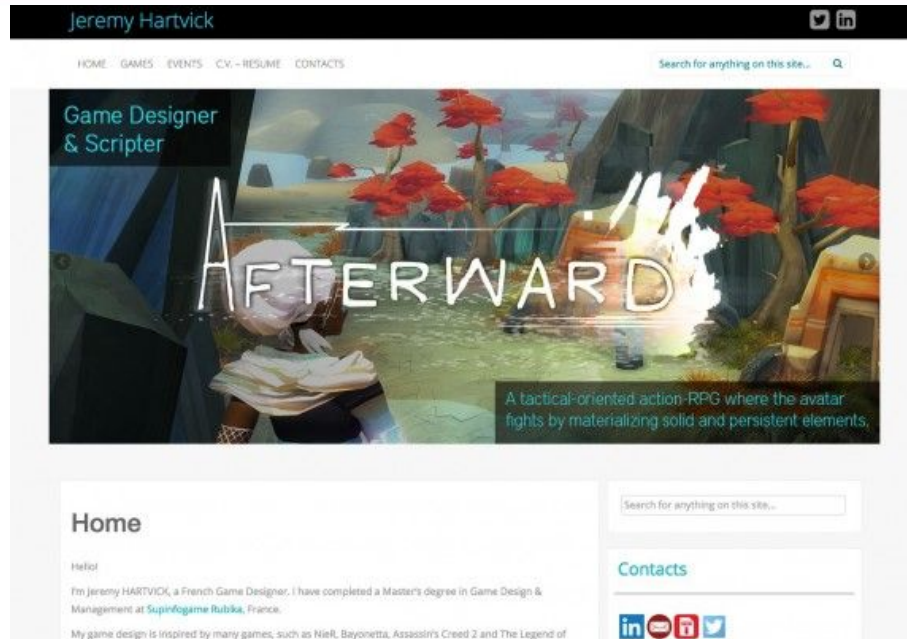
la webserie

Adaptation d'un texte d'anticipation écrit par Glauco, Nouri, Mimi et L.C. sur le site de www.lazone.org

Gérard de Nerval, prend conscience petit à petit de la vacuité de l'information continue.

Webseries annonçant les appels à textes de www.revuesquezo.com

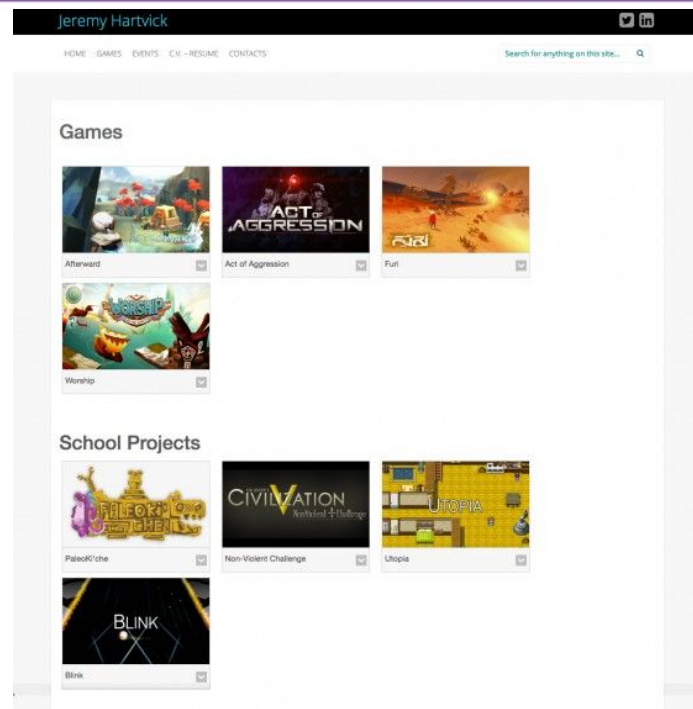
Portfolio Example #2



<http://jeremyhartvick.com/>

Preparing your portfolio

- **Clean** look
- Displays **passion for games**
- Hosts **projects** (even the ones from school!)
- Displays **triple-AAA technology**

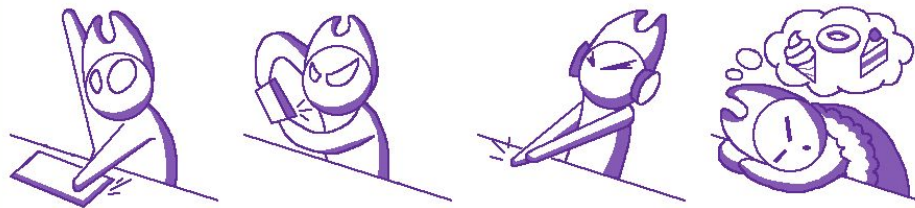


Portfolio Example #3

Salim Mansour

about resume projects

About



Hello!

I'm Salim Mansour, a student graduating in April 2020 from the **University of Toronto** with a **Specialist in Software Engineering**.

I love problem solving and learning new technologies, and I am fortunate to have been given the opportunity to demonstrate this at **Geosoft Inc.** and the **Centre for Addiction and Mental Health**.

<https://slimnsour.me/>

Apply early and often!

- Don't be scared, **apply to your dream company!**
- Apply to many things as soon as possible, biggest hurdle is getting **development experience**



Selection Process

What to expect when in selection process

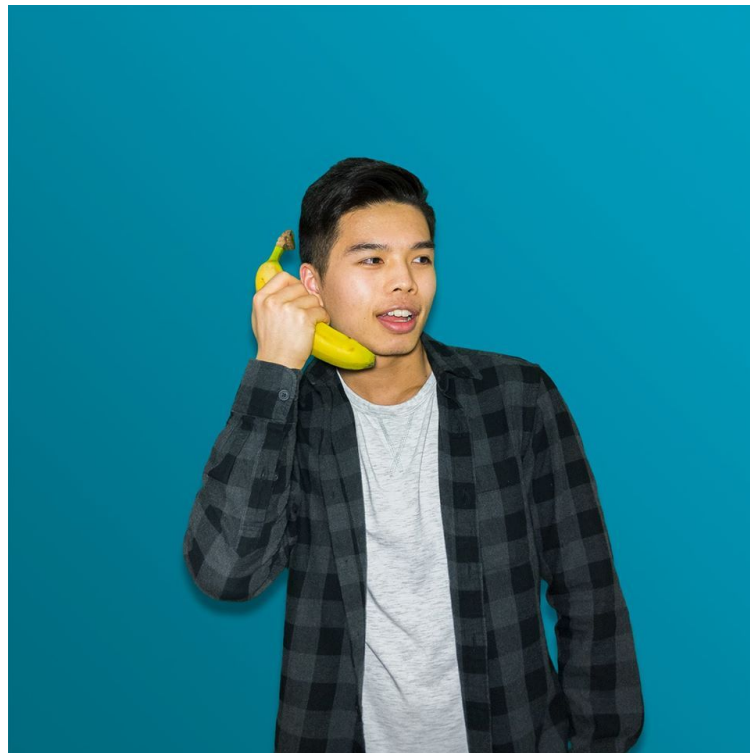
- **Technical testing and case studies** related to the position
- Brush up on **programming principles, math, physics**, anything in the job listing



Interview with EA Developer (Oscar!)

1. What is your position?

I'm Oscar and I am an associate developer co-op on the EA NHL online team.



Interview with EA Developer (Oscar!)

2. What was the application process for EA?

I applied at the beginning of fall 2019, video interviewed 3 weeks after and offered 2 days after that.



Interview with EA Developer (Oscar!)

3. What technical questions were you asked?

My interview questions ranged from general programming, C++ knowledge and memory problems questions such as OOP concepts, basic C++ features and memory management. I had a multiplayer game on my resume so they also asked about the implementation details.



Interview with EA Developer (Oscar!)

4. What interpersonal questions were you asked?

Usual behavior questions that asks you to describe an experience you had and chat about your resume.



Interview with EA Developer (Oscar!)

5. Any other tips?

There are many different teams that use many different tech stacks from backend API in C++ to AI modules in Python. Just apply, there will always be a team for you.



Takeaway

Takeaway

- Look at a **dream job position**
- Decide on **what you can do to get there** (courses, projects, experience)
- This will automatically influence your decisions, and make you **better suited for the future!**



Thank you!

