Lecture10 Career Opportunity

1. Connections

- In the game industry, who you know gives you the chance to show what you know.
- Getting a job in the game industry requires you to have the skills and personality needed for that position.
- Real connection are formed by working with people.
- Students should start building their network of connections in college.
- College is also where students make strong connections with peers through game projects and clubs.

2. Breaking into the Game Industry

- Actively seek out positions in **QA(Quality Assurance)**
- QA was the way into the industry and they were willing to put some time in that position while they waited for chance to step up into a development job
- Continue to apply for jobs in your field (in addition to QA jobs)
- In short, apply for game developer jobs realizing that you're unlikely to get a phone interview, but really pursue QA jobs, as those are much more likely to be your ticket into the game industry.

3. Indies v.s. AAA

- If you're fresh out of college, apply for any job in the game industry that you might remotely be a candidate for, no matter how small the company.
- Almost all the innovation in the game industry is coming from indie companies.
- Students should consider forming their own game companies after graduation with former classmates, even if it is something they must do while working at a day job.
- While innovation may be lacking at many large studios, they are more stable than most indies or student-founded companies.