

JOB 2: Game Designer

Job Overview

A Game Designer is responsible for conceptualizing, designing, and refining game mechanics, levels, and storytelling elements. They collaborate with developers, artists, and writers to create engaging and immersive gaming experiences.

Required Skills for game designer

1. Unity
2. C++
3. Unreal Engine

Skills Information:

1. **Unity** – A widely used game engine for developing 2D and 3D games across multiple platforms.
2. **C++** – A powerful programming language essential for performance-critical game development and engine scripting.
3. **Unreal Engine** – A high-fidelity game engine known for its advanced rendering, physics, and AI capabilities.

Skill Learning Resources

- **Unity:** Unity Learn (Official), Brackeys (YouTube), Udemy – Complete C# Unity Game Developer
- **C++:** LearnCPP.com, "Effective C++" by Scott Meyers, "Game Programming Patterns" by Robert Nystrom
- **Unreal Engine:** Unreal Engine Documentation, Unreal Academy, "Unreal Engine 5 Fundamentals" (Udemy)

Difficulty Level

High – Requires a deep understanding of programming, game mechanics, and realworld project experience to achieve mastery.