

**International University of Business Agriculture and Technology**

**Department:** Computer Science and Engineering

**Semester:** Summer 2023, 3rd semester

**Course Name:** Programming in C++

**Course Code:** CSC 283

**Section:** B

**Assignment topic:** My chosen Career

**Submitted To:**

**Teacher's name:**

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**Submitted By:**

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**My chosen career**

My dream career is to become a Game developer for **“From Software”** or **“Santa Monica Studios”.**

**Opportunities:**

FromSoftware is a Japanese video game company known for delivering infamously challenging but rewarding titles. Some of the chances One may have as a game developer at FromSoftware include:

* Working on critically praised games: FromSoftware is known for producing some of the best and most difficult games in the business. As a game developer at FromSoftware, One will be able to work on projects that are highly regarded by both gamers and critics.
* Learning from seasoned developers: FromSoftware has a skilled staff of experienced developers who have built some of the industry's most inventive games. As a game developer at FromSoftware, One will be able to learn from and work with these accomplished individuals.
* Pushing the boundaries of game design: FromSoftware is known for creating games that challenge players in new and innovative ways. As a game developer at FromSoftware, One will have the opportunity to push the boundaries of game design and create new and exciting gameplay mechanics.
* Building a career in the video game industry: FromSoftware is a well-respected video game company with a strong reputation in the industry. As a game developer at FromSoftware, One will have the opportunity to build a successful career in the video game industry.
* Competitive salary and benefits: FromSoftware offers competitive salaries and benefits packages to its employees. As a game developer at FromSoftware, One can expect to be well-compensated for Oner skills and experience.

**Knowledge:**

* Programming languages: Game developers need to have a good understanding of programming languages such as C++, Java, Python, and JavaScript, as these languages are widely used in game development.
* Game engines: Game engines are software frameworks that game developers use to create video games. Knowledge of popular game engines like Unreal Engine and Unity is necessary.
* 2D and 3D modeling software: Game developers must have knowledge of 2D and 3D modeling software such as Adobe Photoshop, Autodesk Maya, and Blender.
* Game design theory: Game developers must have a good understanding of game design theory, including game mechanics, level design, and user interface design.
* Artificial intelligence (AI): Game developers need to have knowledge of AI programming to create intelligent NPCs and enemy AI.
* Multiplayer networking: Knowledge of multiplayer networking and online game development is essential for game developers working on online multiplayer games.

**Career Information: (Positions, Salary, Required Skills and Preparation)**

* Junior Game Programmer:

Salary: $40,000-$60,000 per year

Skills: Basic knowledge of programming languages such as C++, C#, Java, or Python, understanding of game engines such as Unity or Unreal Engine, ability to work with a team and learn quickly.

To prepare for this position, One could focus on developing Oner programming skills by taking courses or working on personal projects using game engines such as Unity or Unreal Engine. one could also gain experience by participating in game development communities or collaborating with other developers.

* Game Designer:

Salary: $50,000-$80,000 per year

Skills: Strong understanding of game design principles, ability to create game mechanics, knowledge of level design and game balancing, experience with game development software and tools.

To move up to this position, one could gain experience by working on game development projects, building a portfolio of one’s work, and developing one’s skills in game design. one could also consider taking courses or attending workshops in game design principles and practices.

* Junior Game Artist:

Salary: $40,000-$60,000 per year

Skills: Proficiency in art and design software such as Adobe Photoshop, Illustrator, or Maya, understanding of 3D modeling and animation, ability to work with a team and learn quickly.

To prepare for this position, One could focus on developing one's art skills and creating a portfolio of one’s work. one could also consider developing 3D modeling skills.

* Game Producer:

Salary: $70,000-$120,000 per year

Skills: Strong project management skills, ability to oversee multiple teams, understanding of game development processes, experience in budgeting and resource management.

To move up to this position, One could gain experience in project management and leadership by taking on larger roles in game development projects or leading one's own teams. One could also consider pursuing a project management certification or degree.

* Game Director:

Salary: $100,000-$200,000+ per year

Skills: Strong vision and creativity, ability to oversee all aspects of game development, understanding of player psychology and user experience, experience in game design and production.

To move up to this position, one needs to have a strong background in game development, including experience in multiple areas such as programming, design, and art. One would also need to have a strong vision for game development and the ability to lead a team towards that vision.

**Career Plan:**

**Goal:** To become a successful game developer for a reputable game studio.

**Preparation for the most Junior position:**

* Improve programming skills by learning C++, Java, and Python in the next 6 months.
* Gain knowledge of popular game engines like Unity and Unreal Engine within the next year.
* Learn 2D and 3D modeling software such as Autodesk Maya and Blender in the next 12 months.
* Gain experience in designing game mechanics and levels by working on personal game projects in the next 2 years.
* Develop proficiency in artificial intelligence (AI) programming within the next 3 years.
* Build a strong portfolio of personal game projects within the next 5 years.
* Participate in game development workshops and hackathons to learn from industry experts and network with other game developers.
* Stay up-to-date with the latest trends and technologies in game development by attending industry conferences and reading industry publications.
* Apply for entry-level game development positions and work towards gaining professional experience in the game development industry within the next 2-3 years.