**Job Posting Analysis - Santa Monica Studio**

**Gameplay Programmer Intern**

**What skills do they want?**

C++

3D Math = “Linear Algebra”

Team player - collaborative, interdisciplinary - heavy emphasis across many pages of studio website

**What experience are they looking for?**

Degree in computer science

At least one complete self-driven, self-created game project (any size, any genre, any platform)

**What I should write -**

C++ is at its peak. Rigorous practice with use of pointers and better understanding of STL data structures.

3D Math learned earlier, but relearning in a better way. Learning about it in terms of geometry, visualization, where to apply what.

Find myself enjoying working on interdisciplinary teams and even interested in learning about the things that other disciplines do.

God of War and Bayonetta have taught me about heuristics and power fantasies, helped learn Game Design. God of War is a masterpiece, but has also been a great learning experience for me. Mechanics were made clear. An inspiration in my current endeavor with my paper prototype. Both these games have inspired me to create the combat system in Unreal with C++ which is my most ambitious project.

Talk about why God of War is so good in those lines.

**What it Takes Analysis -**

What kind of a Gameplay Programmer they want -

**Needs to understand that they are focused as a whole on all three prongs - programming, art/animation, design**

- Simply state that projects have given and are giving experience in bringing all 3 aspects together.

Someone who is into games and is passionate about them. Someone who plays games! Someone who understands gameplay.

- Talk about Bayonetta, God of War teaching heuristics, how you are into mastery, the emotions they evoke.

Passion projects.

- Tie previous point into Action Game Project & Combat System Prototype as being inspired by those things.

**Needs to understand that they are focused as a whole on all three prongs - programming, art/animation, design.** Interested in design and animation and talks to them - feedback. Programmer who is not just a programmer but teams up with designers and animators. Good programmer but also good team player.

- Took part in design and still doing it. Interest in combat design has led to a new perspective towards animation and how important it is in selling the power fantasy. Paper proto might show an interest in design. Simply state that projects have given and are giving experience in bringing all 3 aspects together. Also, directly taking part in these things because of the opportunity presented by smaller-sized teams.

Good technical skills - data structures, path-finding, how animation ties into Gameplay, AI - but heavy emphasis on 3D Math. Creative and iterative. Knows the current game world trends.

- C++ skills being at peak, interest in 3D Math and relearning.

**Needs to understand that they are focused as a whole on all three prongs - programming, art/animation, design**