Video Game Designer

**Industry Demand of Video Game Designer**

* The Bureau of Labor Statistics (BLS) states that the software development industry, of which video games are a part, is enjoying growth spurred by rapid utilization of Internet technology
* In addition to the games industry, video game designers may create interactive games for the mobile technology industry, education, advertising and marketing, web design, and many businesses. However, most video game designers work for gaming companies

**Salary (Range)**

* Entry Level Salary in the United States: $52,000/year
* Mid Level Salary in the United States: $113,000/year
* Entry Level Salary in Indonesia: Rp 70,000,000/year
* Mid Level Salary in Indonesia: Rp 132,000,000/year

**Core Tasks**

* Devise the missions, challenges and puzzles that will be encountered in game play
* Create narrative features, such as storylines, role-play mechanics and character bios
* Conduct periodic design reviews throughout the video game development timeline
* Collaborate with artists and sound engineers to achieve the desired audio/visual style
* Plan games using screenshot mockups, gameplay flowcharts and other visual devices
* Maintain design level documentation, including mechanics, guidelines and mission outlines
* Work closely with game programmers and artists to ensure that the design is being followed

**Working Conditions**

* They typically work in an office or studio-like setting amongst other designers and programmers
* They spend more time working in front of a computer but also sometimes congregate around a central work table with other team members

**Skills Required**

* Familiarization of programming languages and software technologies and packages such as C#, C++ and Python
* Scripting and design capabilities using software such as Blueprint Visual Scripting within Unreal Engine 4 (UE4)
* Creativity and storytelling ability
* Solid knowledge of the gaming industry, how games work and the latest trends
* Time management and critical thinking

**Career progression data**

* Earn a bachelor’s degree in a related field (Game Design, Computer Science, etc.
* While in the university, gain experience by internships at a video game studio and start out as an entry level video game designer
* After several years' experience, progress onto senior and finally lead designer roles (specialising in areas such as mobile gaming or virtual reality can help increase your job prospects)
* Alternatively, become a game design consultant or set up an independent game studio

**Possible University Major**

* Game Design
* Game Development
* Computer Science

**School subjects required**

* Art
* Creative writing
* Computer