**Job Description - Game Developer**

You will be engaged in the creation and production of games for desktop computers, game consoles, arcade games, tablets, social/online games, mobile phones, and other handheld devices if you work in games development.

If you work for a large game company, you might be able to specialize in a particular programming field, such as network, engine, graphic, toolchain, or artificial intelligence. The distinction between developer and designer is sometimes blurred while working for a smaller independent 'indie' game studio, and your job may encompass both programming and design.

A game's development, from concept to completion, can take years and include teams of specialists. Developing and designing a game's design and how it plays, creating characters and objects, making audio, programming, localization, testing, editing, and producing are just a few of the processes.

**Game Developer Responsibilities**

- Creating storylines and biographies of the characters

- transforming ideas into well-structured and efficient codes

- constructing the base engine of the game

- creating storyboards and game scripts

- contributing to the audio and graphics design team

- Animating the characters and environment of the game.

- Developing milestones and games

- Creating game quality unit tests

- Maintaining the game codes and fixing bugs

- Creating specifications and operations of the game.

**Game Developer Requirements**

- Computer science or software engineering as a bachelor's degree.

- Work experience in completing the entire life cycle of a video game.

- C++ and other programming languages, such as Java or C, are required.

- Excellent API and build library expertise.

- Knowledge of the most recent gaming technologies and trends.

- Capable of working as part of a group.

- Strong graphic design and artistic abilities.

- Ability to use best practices to address complex problems.