Artists

Back-end engineer

Business person

Project manager

Front-end engineer

Last year I go the opportunity to work for a company that makes a very popular game called Gears of War. I am very interested in video game design so I started as soon as I possibly could. I have experience with computers, game consoles, and graphic design. I have been doing all three for about six or seven years now so I am pretty familiar with everything. When I first started I had no idea how much work it took to make a video game. I had the opportunity to meet and work with a lot of the games design artists who make all of the characters, maps, and camos for the guns. The type of design that they were doing was something that I had never seen before in my entire life. I still do not understand how it works. Like how they get the characters to move and how the maps interact with the characters shooting and blowing stuff up. For the most part since I had no clue what I was doing, I got to help the project manager organize and keep all of their deadlines on track. I had to input a ton of code and data because I was an intern. I definitely did not get paid but I had an amazing time experiencing everything. One of the most interesting roles that factor into game design were the engineers. The back-end engineer did a ton of work that essentially gets no recognition because people who play the game never pay attention. Before I worked there I never thought about how the buttons and menus work. Nobody that does not do this type of work understands. When they get the game, they just expect everything to work properly because they should. The front-end engineer basically gets the same treatment but they at the very least get to see their hard work in game and the experience of the game as a whole. Although I never got to meet the business person who markets the game to the public, I was told that his position although not strenuous like other positions in the company, still has a lot of pressure because he/they have to make sure the game is going in the correct direction and will appeal to the fans. All while creating something new and interesting that will keep fans playing and new players buying the game and becoming a part of the culture that is Gears of War.