**Job Posting Research**

**Junior Game Designer – (PerBlue, Madison)**

<https://www.indeed.com/viewjob?cmp=PerBlue&t=Junior+Game+Designer&jk=164d979b62533204&q=Game+Artist&vjs=3>

**Main Responsibilities**

* Design and balance new heroes for Disney Heroes: Battle Mode
* Ensure that new heroes and chapters meet product goals for engagement, retention, and monetization
* Monitor, analyze, and respond to gameplay data and user feedback on heroes and the health of the overall combat meta

**Required Qualifications**

* At least 6 months of working on videogame game design, to include writing character or combat design specs and seeing them all the way through the process to a live game (can include university or personal projects)
* A solid understanding of Google Sheets and/or Excel for use in analytics, including functions and formulas
* Experience creating numerical designs and modeling their impact on gameplay or combat

**Desired Skills**

* University degree in game design, analytics, or related fields
* Mobile, Free to play and/or MMO game design experience
* Hero-collecting genre experience
* Experience working on live, financially successful games

**Graphic Designer / Production Artist – (General Beverage Sales Co., Milwaukee)**

shorturl.at/fwxK3

**Main Responsibilities**

* Preparing files for print production and end-user
* Modifying existing templates prepared in InDesign
* Work with design team to implement changes and revisions
* Adhering to established production quality and brand standards, including fonts, logos, and colors
* Managing electronic files, including properly setting up electronic files, following naming conventions, saving, and archiving
* Creating PDFs and other files that meet proper print specifications and preparing files for publishing
* Heavy production load with attention to detail
* Properly prepare files for production
* Design and communicate using Outlook, Adobe InDesign, Acrobat, Illustrator and Photoshop (PC platform). · Ability to work well independently with minimal direction
* Strong attention to detail
* Good organizational skills
* Excellent problem-solving skills
* Ability to work well with a team and collaborate with colleagues

**Required Qualifications**

* Proficient in Adobe Creative Suite (InDesign, Photoshop, Illustrator)
* Print Production Experience
* Understanding of color, composition, and typography
* Ability to swiftly but accurately produce designs
* Communication and time management skills

**Preferred Qualifications**

* Graphic Design: 1 year
* Adobe Creative Suite: 1 year
* Adobe Illustrator: 1 year

**Narrative Response**

I find the game designer position most enticing. I feel that I would enjoy being able to work on designing characters for an MMO game as I have many years of experience playing these types of games. I feel somewhat less excited about the graphic design job, however I still feel that it would be a job that I would be interested in trying out. At the moment, I feel that I am close to being qualified for both jobs. For the game design job, I think that I will be able to apply withing a few months after completing my 3D unity course and continuing to gain experience working with game design over the remainder of the semester. For the graphic design job, I feel that I would be able to apply relatively soon considering my current experience, and I might even be able to land the job. I meet most of the qualifications for the job, and a strong resume could help me secure it.

For the game design job, I currently lack the qualifications of having a degree in game design as I am still in the process of acquiring my degree. I also lack the qualifications on working on a financially successful game. For the graphic design job, I currently lack the qualification of being proficient in Adobe InDesign, however because I have experience with multiple other Adobe applications, I feel that I would be able to learn InDesign relatively quickly. I believe that these qualifications are things that I could acquire in the near future if I apply myself properly towards those goals.