

Read Me

Game Programming is one of the most difficult, exciting, challenging, and profitable job in the gaming business. Imagine getting 65 to 85 grand salary.

Remember when your mother said playing on the computer is a waste of time and not going to be helpful in your life. Now you can show that she was wrong and you were right.

The whole game revolves around the programmer. If there were no programmers in the world, there would be a world without computer games. The programmer makes the games with a C or C++ language, that I'll explain later on.



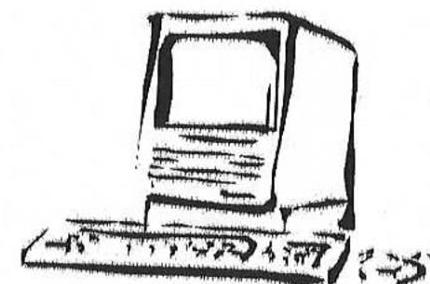
Places To Get More Info

If you are very interested in becoming a game programmer, look around the net. Look at some job searches on the net. That's where I found all of my info. Also look at some search engines like www.NorthernLight.com. That really helped me. If you are crazy about being a game programmer, ask a college what courses to take and some clubs in high school can help you on your way.

Merry Christmas,
Matthew Frost



So, You Want to Be a Computer Game Programmer?



Congratulations!

Requirements

- * Knowledge of C or C++ language
- * Has experience of making a game.
- * Has a passion for playing and making games!

Pluses

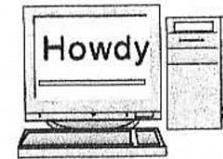
- * Knowledge of DirectX (3D Graphics Enhancer)



Explanation Part

A programmer has a wide selection of what to write a game with. The main two languages are C and C++. Some others are BASIC, PASCAL, DELPHI, and FORTRAN. What these languages do for the computer is they tell it what to show, load, select, ect. What programmers have to do is translate English into C++ (or any other code) so the computer knows what the game is supposed to be about. It takes about 18 months. to make 100,000 lines of C++ code (Actual Commercial Game) for 3 programmers. To me that's a lot! The programmers don't do everything, there are artists, musicians, publishers, designers, play testers, and publishers. Programmers also help the people that were just listed. If an artist can't get the picture to look right on the screen, the programmer makes a program that will fix that problem. Sometimes game programmers have to stay up all night to get the job done. Exciting, huh?

Next Column



When you're all grown-up and finished high school, and still want to be a programmer, you would need to find courses that will help you on your way. A degree in computer science is a must and also a class that will teach you C or C++. If you aren't good at math I wouldn't plan on being a computer game programmer. Math is a necessity for the job.

Traveling probably is going to happen if you're going to be a computer game programmer. Most businesses are requiring for you to move to California, because Silicon Valley is located there.

In the future, there probably won't be a need for game programmers.

Technology could translate English into computer codes without a person's help. We don't know what the future is going to be like. But for now, we can keep on dreaming about being a computer game programmer.

So You Want to be a Game Programmer?

So, you're interested in becoming a computer game programmer? Congratulations! Game programming is one of the most difficult, challenging, exciting, and lucrative forms of programming. If you have a genuine talent for it, you have excellent career prospects. Imagine getting paid an entry-level salary of \$35,000-\$45,000 for something you actually *enjoy* doing. When you were a kid did your parents tell you that you'll never amount to anything if you waste your time on computer games? Well, here's your chance to show them that you were right and they were wrong.

There is currently only one way of getting a job as a games programmer, and that is to write a game - or more properly, write what is known in the industry as a *game demo*. These days, a typical commercial game might take 100,000 lines of C++ code written by a team of 3 programmers over a period of 18 months with a budget of a million dollars. As a novice game programmer, you are obviously not going to be able to compete in that arena. But you *can* and *should* write a fully functional game of about 10,000 lines of C++ code that has at least one and preferably several features not found in commercial games. Game companies are less interested in your resume than in what you have done. So write a game, put it on a floppy, and send it to the game companies that you would like to work for. If they like it, you may strike it lucky.

So where are you going to get the knowledge to write your game demo? One way is to get a college degree in Computer Science. Do you have to have a college degree to get a job programming games? Not necessarily, but things are changing as the industry matures. You can get a job by programming a drop-dead game demo, but many companies are looking for employees who have produced great games *and* have college degrees. This makes sense because college is a place where you can get the background knowledge that you need to be a competitive game programmer. If you are fortunate, it can also be a place to meet design people who can join and support you in your quest.

Choosing a College

A degree in Computer Science will help you on your way to becoming a game programmer, but you must choose your college very carefully. Go visit the Computer Science Department. You want one that is vigorous, active, exciting, and provides a comprehensive education. Look for a department with at least 15 full-time tenure-track faculty, and preferably one with 20-25 faculty. It takes a certain critical mass for a faculty to have experts in all areas of Computer Science, and to have a balance between basic research, applied research, graduate education, and undergraduate education. Read the course catalogs, and look for the courses that you're going to need. Above all, talk to the faculty and students. You can find dud faculty members at the best institutions and excellent faculty members at the most obscure places. Remember, a university is mostly about *people*. Check them out before you make a commitment to go there.

Research and Education

One of the decisions that you have to make is whether to choose a research-oriented or a non-research-oriented school. A research school typically has a smarter group of faculty, but their focus is on research at least part of the time, and they may not have as much time for undergraduate

education as you would like. You may not get to see a tenured professor until your junior or senior year, and you probably won't get to see any of the "big name" professors at all. On the other hand, if you can get their attention then you will have a learning experience that cannot be matched at a non-research school. Faculty at a non-research school will have more time for you, but you have to wonder whether you will truly learn anything or be challenged by the experience. The question that you must ask yourself is whether you want to be taught by a non-research professor who learned everything he or she knows from a textbook, or do you want to be taught by the research professor who *wrote* the textbook, or perhaps even *invented* the stuff that is in the textbook? There are exceptions to this rule, that is, excellent professors at non-research schools, but they are rare.

What Courses to Take

When you get to college, you're not going to find many courses on computer games. But you're going to need the following courses:

- * Programming: For portability your games should be programmed in a high-level language. C and C++ are the most popular. Most importantly, learn how to *learn* new programming languages - you'll be doing it for the rest of your life.
- * Assembly Level Programming: Device drivers and core code may have to be programmed in assembly code. So look for basic and advanced courses on assembly level programming.
- * Computer Architecture: For speed you will have to take advantage of advanced hardware features. You need to know about peripherals, clocking, cache design, DMA, interrupts, bus architecture, RISC and superscalar design, just to name a few things.
- * Software Engineering: This course teaches you how to work on big software projects. Make sure you get some hands-on experience maintaining or expanding old code, and working in a group of programmers.
- * Computer Graphics: Look for a syllabus containing elementary 2d material plus advanced 3d material including polygon mesh, shading, and texture mapping.
- * Data Structures: In this class you will learn a lot of standard data structures and their implementation - this will save you from having to constantly reinvent the wheel.
- * Algorithms: Even though you are the C programmer from hell and can hand-optimize assembly code, your programs may still run slowly because you chose the wrong algorithm. This class will teach you how to design and analyze the best algorithm for almost any type of problem.
- * Communication Networks: This is a must if you intend to work on a multiplayer game.
- * AI and Expert Systems: Single player games need opponents, and you need to know how to program them so that they are realistic and challenging.
- * Human Factors: Here is where you learn how to make a drop-dead user interface.
- * Mathematics: Games programmers are not afraid of Mathematics. In addition to the normal math prerequisites, make sure you take Linear Algebra - polygon mesh games are little more than linear algebra engines. If you plan on being a polygon mesh guru, Vector Calculus is sure to come in handy.
- * Physics: It's a good idea to satisfy the Physical Science requirements for your degree by taking a few introductory Physics courses. You're going to be building virtual universes in your game, so it makes sense to figure out the laws that make the physical universe function.

Paying For College

There's no doubt about it - college is expensive, and likely to become more expensive as government reduces its subsidies for higher education. As a result, the full-time student who finishes in four years is becoming less common. The only way to make it through may be to work part time. Most universities have co-operative education programs in which students take time off

from study to work for local industry to get job experience and money before graduation. Fortunately for Computer Science students there is usually no lack of co-op positions for people with their skills.

The Bottom Line

The quality of your undergraduate education depends primarily on *you*. It is easy to get lost in the crowd, particularly at large state institutions. If you want to succeed, you must take control of your education, seek out the best professors, and go beyond the material presented in class. If you expect to be spoon-fed the way you were in high school, forget it. College for you will just be a waste of money.

A Computer Science degree is not job training. It is *career* training. Don't expect to come out of it an automatic expert on everything to do with computers. What you have a right to expect from an undergraduate Computer Science degree is a grasp of the fundamental concepts of Computer Science, and enough of the practical skills to be able to grow, learn, and thrive in any computational environment, be it computer games or otherwise. You can get all of the information you need out of books, but a Computer Science degree will help you develop the skills needed to keep up with new trends in computing. Remember, the computing industry changes rapidly. You will have to keep up with it for the rest of your life. A Computer Science degree is a good place to start.

UNT

The University of North Texas, located in Denton, Texas, has an accredited program in Computer Science and one feature that make it unique in the United States. It is home to the Laboratory for Recreational Computing, which provides an environment in which undergraduate students can learn and explore the realm of game programming. Students can earn college credit for writing games, and can participate in an introductory class in game programming currently offered in the Fall of each year. For more information, contact the author of this article.

Created by Ian Parberry, November 10, 1997.
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Any Questions/Comments, Feel Free To E-Mail Me.

Career Fair Project

Mr. Vachon

The students will investigate a career/job area. They will write a report about their career choice, create an attractive brochure which will be given out to selected individuals at the Career Fair in the Library, and make a three dimensional (3D) visual to attract the general school population to their table for discussion of their career choice.

The Report

The students will write a report that discusses the important issues of any career choice. He/she will collect at least 5 pages of hand written notes garnered from primary and secondary sources. Internet research is encouraged. The report will be at least one page typed double-spaced with a 12 point Times New Roman font or equivalent.

Your audience for this report is any middle school student thinking about their future.

The Brochure

A brochure is generally a tri-folded piece of $8\frac{1}{2}$ by 11 inch paper containing 6 panels. When folded, the front and back panels have pictures with large font text. The 4 inner panels generally have smaller pictures and 10-12 point font text. The original brochure should be in color with the text handwritten in ink or completed using a word processor.

The Visual

The 3D Visual will rest on your table or be suspended from the ceiling. It should be of sufficient size to attract someone's attention from as far as 25-50 feet. The 3D Visual will include color and text with pictures related to the student's career choice.

Considerations

The students should think about the following things when writing their reports, organizing and designing their brochures, and putting together their 3D visuals:

- 1 • Skills and qualifications required for a job/career
- 2 • What a person does in the selected career?
- 3 • How much a person can expect to be paid?
- 4 • The training required
- 5 • What short-term goals to consider?
- 6 • Stress level in the job
- 7 • Competitiveness in getting started
- 8 • Where a person might have to live?
- 9 • Is travel a possibility?
- 10 • Would the job affect your family adversely?
- 11 • How much time off?
- 12 • Work environment/conditions
- 13 • The ethics involved in different careers
- 14 • Anything else you deem important when considering a career

Grading

Handwritten notes (front side only) -10 points.

Report - 20 points

Brochure - 30 points

3D Visual - 20 points

Peer interaction during the Career Fair 12-17-99 - 20 points

Requirements 5 yrs exp programming for games - PC and PSX, 3D, C/C++

Pay Rate 65,000 - 75,000

Contact Info

[Apply for Job](#)

mark Gilbert
2015 Bridgeway, Suite 301
Sausalito, CA 94965,
415-332-1282 [Phone]
415-332-1285 [Fax]
5982@smart-office.net

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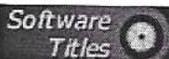
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| | |
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| Job Title | SWE, WINDOWS, C/C++, GUI, MFC, GAMES, Full Time |
| Job Function | Engineering-Software Dev. |
| Company/Agency | Trouver.Net |
| Job Location | Bay Area California |
| Description | Reference Posting #19991103-1503 Senior Programmer, Exploration Game: This programmer works with the project team to create a PC-based, real-time, multi-player, exploration computer game that combines strategy and adventure game elements. It includes software design and implementation of C++/C using Visual C++, the MFC library and other industry standard software tools in the Windows 95 environment. Required experience is two years of specific, related computer games industry experience or five years of non-industry programming experience. We are unable to sponsor H-1 or provide relocation. Thank you! Marnie Moseley Trouver.net marnie@trouver.net Voice 650.327.7110 Fax 650.327.7210 Check out our website! http://www.trouver.net Ask about our referral program! (~.~) |
| Requirements | C++ GAMES WINDOWS 95 GUI MFC |
| Pay Rate | DOE,Market |
| Contact Info | Apply for Job |
| | Marnie Moseley 555 Bryant Street, #760 Palo Alto, CA 94301, 650-327-7110 [Phone] 650-327-7210 [Fax] marnie@trouver.net |
| Job Number | trouver.1503 |
| Available as of | 11-NOV-99 |
| Post Date | 04-AUG-99 |
| Listing Posted By |  www.DICE.COM |



Job Opportunities

[Return to Index](#)

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[3D Game Animator](#) | [3D Texture Game Artist](#) | [Cinematic Animator](#) | [Graphic Designer](#)
[Data Archivist](#) | [Technical Support Representative](#)

Game Programmer

Blizzard Entertainment is looking for smart programmers with a passion to help program great games. Game Programmers are responsible for implementing code and scripts for game logic, developing tools and technologies to facilitate game development, and participating in game design with the rest of the team. The ideal candidate would have extensive hobby programming experience (personal or shareware) in addition to a passion for playing games. Opportunities exist for rapid advancement depending on technical, design and programming abilities. Blizzard offers a fun, creative, and technically challenging environment with excellent compensation and a full range of benefits.

Requirements

- B.S. in Computer Science or equivalent experience.
- Knowledge of C/C++ and the tradeoffs between them.
- Experience with Java helpful but not required.
- Knowledge of 80x86 assembly language.
- Knowledge of DirectX and Win32 APIs.
- A passion for playing games and programming.

Send a resume (no game submissions, please) to:

Blizzard Human Resources
Attn: Fred Wallace
Game Programmer
P.O. Box 18979
Irvine, CA 92623

Basic Tips for Resume Submission Tips for Programmers

No calls or e-mail, please. This is a full-time position in Irvine, California. We do not have internships available.



job description

Senior Game Designer

Job code: CC-G-SGD-I
Location: Cambridge, MA
Category: Development

Impressions Games, developers of Caesar 3 and Pharaoh, The Lords of the Realm, Lords of Magic and Civil War Generals is looking for an experienced game designer. We want someone who has been through the hell of development and come out the other side still smiling.

Above all, we are looking for someone with a strong technical and creative skill set who loves strategy games.

We want a person who can take a game from its initial vision through research, concept, interface and on-going design and bring it to a successful completion; coupled with a thoroughness and strength of resolve to prevent design drift and enforce high concept vision.

This person needs to manage and motivate developers and instill a "whatever it takes" mentality in all members of the project team.

Strong written and verbal communications skills are important along with a good understanding of graphics implementation issues, experience designing AI, and the ability to identify and develop core fun elements in a game's design.

If you think you are up to this monumental task, please email your resume with cover letter and job code to:
recruit@sierra.com. Check out our website at
www.impressiongames.com

If you are interested in this job, please email your résumé and cover letter to recruit@sierra.com, and list the position(s) for which you would like to apply. Include the Job Code on the top of your résumé.

job search

To search for a job, please select from the following:

Job Category:

Job Location:

Improv Technologies, Inc.
3D Graphics Programmer/Developer
#2
12/02/1999

New York, NY

What We Do

Improv Technologies is a New York based computer graphics software company dedicated to developing high-end production tools for the commercial animation, special effects and electronic games industries. Improv's flagship product, Orchestrate3D will bring greater creative control to the film and video game industries while significantly reducing production time and costs.

Orchestrate3D will enable animators working with existing animation tools to create libraries of reusable content that can be easily combined to create an endless variety of original animation. Using Orchestrate3D, animators can easily create and edit sequences of animation to quickly produce shots, scenes and entire films without having to meticulously recreate every motion and behavior.

Graphic User Interface Programmer/Designer

Job Description

IMPROV Technologies is seeking programmers/developers to assist in the creation of its flagship line of next-generation content creation tools. Design and develop features and functionality for interactive products. Involves working as part of the core product team to design and implement new algorithms, applications and software systems.

Job Requirements

Bachelor's degree in computer science or in a related technical field (M.S. preferred)
At least 2 years of commercial design and development of software in C++ or Windows NT

Familiarity with COM/OLE

Good knowledge of object-oriented design is a must

Development of application toolkit is desirable

Experience with the entire product cycle (through shipping) is highly desirable

Join Us

Job Title Computer Programmer, Full Time
Job Function Engineering-Other

Company**Emerald City**Find out more [about the company](#)[Apply for Job](#)

Job Location Bellevue Washington 98004

Requirements Interactive computer game company in Seattle, WA area seeks a Senior Game Programmer with at least two years experience in computer graphics programming. Requirements include a BS in Computer Science or related field and experience with 2D/3D graphics techniques and APIs, AI game logic, C++ and Windows (Direct X) programming. Prior work in the game industry and strong math skills are advantageous, but a skilled programmer with an enthusiasm for games will also be considered.

Contact Info[Apply for Job](#)

Joseph Bayne
10900 NE 4th St. Suite 1100,
425.455.3755 [Phone]
425.455.3282 [Fax]
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Job Opportunities

[Return to Index](#)

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Tips for a Programmer's Resume Submission

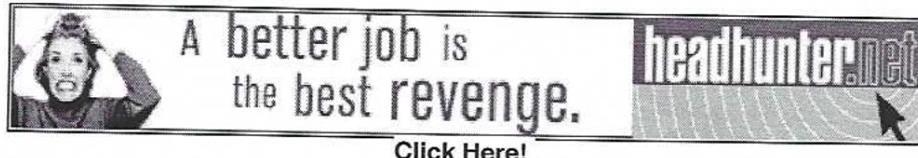
Aside from talent, the first and foremost thing we are looking for in a programmer is experience. Unlike most other companies, our definition of experience is pretty broad. We don't need to see three years of Cobol or nonsense like that. Our requirement that programmers be experienced is really a test of their passion for coding. Programmers who code for code's sake tend to write lots of little programs on the side, outside of school or the scope of their job. So if you don't have two years of working experience in the game industry, try to let us know what you have worked on in your spare time. The more code you've written, the better.

Also, for legal reasons, please do not send us a game demo or anything that you or your employer considers proprietary or confidential. So things like a game demo you want to have published eventually, source code to NT, or the NSA's encryption algorithms would be a bad thing to send us.

It is okay to send us any sample source code, shareware, freeware, personal programs or current available commercial applications you have worked on. In fact, it helps when we have a sample of what you have done. The only real exceptions are ideas or demos for games, unless they are already available to the public. A good rule of thumb is this: If the public can download your program from the net, or buy it off a shelf for their own use, then it's safe to send it to us.

When you do send us something, make sure it is your best stuff. It is better to send us one cool program than lots of mediocre ones. Pick the one best thing you have done and show it to us. We can read about the rest in your resume.

Finally, scan for viruses on everything you send us! Nothing makes a worse impression than receiving a resume or program that infects one of our computers.

[My Excite | Check Email](#)[Excite Home](#) Go![Find a Job](#)[Post a Job](#)[Job Search Agent](#)[Research](#)[Resume Central](#)[Excite Home](#) > [Careers Home](#) > [Job Opportunities](#)[« Prev](#)[Back To List](#)[Next »](#)[Cool Notify](#)[Add To Hot List](#)[Email this ad to a friend](#)**Job Title** Lead Game Programmer, Full Time**Job Function** Engineering-Software Dev.**Company/Agency** Techsearch, LLC**Job Location** Los Angeles California 90077**Description** Lead Game Programmer We're looking for an experienced, senior-level, game programmer who will relish the opportunity to be a driving force behind the development of an exciting, new project based on a coin-op classic. Requirements: In-depth PlayStation or PC programming experience. Must have held a senior level position throughout the development of at least one published title, on either platform. 3+ years experience in game development. Expert knowledge of and experience with C/C++ Thorough understanding of the game production process. Strong 3D and math background. Team management and scheduling experience. Ability to contribute innovative and original ideas towards all aspects of game production and development. Willing to accept and provide direction, work well under pressure, and handle multiple tasks. Excellent communication, interpersonal, and organizational skills. Desire to make the best game in the world. Pluses: Knowledge of both PC and PSX platforms Expertise in relevant assembly language. B.Sc. in Computer Science Please contact

Description

Programmer Join one of the country's premier game designers and advance your career while enjoying your work in a fast paced, challenging environment. Only the resumes of qualified candidates will be submitted. Read closely. MAIN PURPOSE(S) OF POSITION To contribute a high level of programming knowledge and expertise to the creation of software for video games. MAJOR RESPONSIBILITIES Program for localization, conversion, and original software. Provide technical recommendations to management, design and artists. Work cohesively with other R&D employees on all phases of project(s). JOB REQUIREMENTS Level of formal education: Bachelor's Degree in Computer Science or equivalent plus industry specific course work preferred. Technical training or specialized course work: Assembly language programming experience. Minimum 3 years experience with C programming language. Knowledge of Sony Playstation programming. Prior direct or relevant experience: Minimum 4 years equivalent programming experience in game industry. Strong experience with Sony Playstation development. Experience with multiple hardware system platform development. Hands-on experience with: High performance real-time 3D graphics programming. Sony Playstation programming. 3D vector math. Windows 95. Direct X experience. Has successfully applied programming and technical expertise to winning game titles. Specialized knowledge or expertise: Excellent debugging and trouble-shooting skills. Strong math skills. In-depth game knowledge with extensive actual playing of games. Structured programming techniques. 2D and 3D polygon graphic experience. Network programming experience. Professional attributes: Ability to design and/or implement a process. Ability to multi-task: Ability to properly prioritize and perform multiple tasks simultaneously in an occasionally stressful environment. Ability to negotiate disagreements. Act ...

Requirements

4 yrs in games, Assembly, C, PSX, DirectX

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Job Direct

JobWeb

CareerBuilder

CareerMart

CareerSite

America's Job Bank

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Job Bank USA

4work.com

America's Employers

Blackworld Career Center

Career.com

CareerBuilder Network

CareerCast

CareerCity

CareerExchange

CareerLink USA

CAREERMagazine

CareerMosaic

CareerPath.com

CareerSite

CareerWeb

Federal Jobs

FedWorld

KY Job Bank

Kentucky State Listings

Courier Journal

www.jobtrak.com

www.aboutwork.com

www.collegegrad.com

www.coolworks.com

www.jobdirect.com

www.jobweb.org

www.careerbuilder.com

www.careermart.com

www.careersite.com

www.ajb.dni.us

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www.4work.com

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www.careermag.com

www.careermosaic.com

www.careerpath.com

www.careersite.com

www.careerweb.com

www.usajobs.opm.gov

www.fedworld.gov

ky.jobsearch.org/

www.State.Ky.us/agencies/

www.courier-journal.com/cjcareerpath

CAREER RESOURCES

Jobsearch.monster.com

| | |
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| Occupational Outlook Handbook | www.bls.gov/ocohome.htm |
| About Work | www.aboutwork.com |
| Monster.Com | www.monster.com |
| America's Career InfoNet | www.acinet.org/acinet |
| The Riley Guide | www.jobdirect.com |
| Intellimatch Power Resume | www.intellimatch.com |
| Job Hunt | www.job-hunt.org |
| Online Career Center | www.occ.com |
| Career Shop | www.careershop.com |
| Career Atlas for the Road | http://isdn.net/nis |
| Career Magazine | www.careermag.com |
| International Job Opps. | www.dbm.com/jobguide |
| Jobs Accommodation Network | janweb.icdi.wvu.edu/ |
| Computerwork.com | www.computerwork.com |
| Contract Employment Connection | www.ntes.com |
| Contract Employment Weekly | www.ceweekly.com |
| DICE | www.dice.com |
| Employnet | www.employnet-inc.com |
| Excite Careers Network | www.excite.com/careers |
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Blizzard North, the developer of Diablo, is looking for extremely talented Game Programmers to work on our next hit game.

Required Qualifications:

- C/C++ programming experience
- Win95 programming experience
- Devoted game player with strong desire to program games
- Ability to work long hours when necessary
- Work full-time, on-site in Redwood City (San Francisco Bay Area)

Pluses:

- Experience developing games for consoles or Win95
- Experience writing 3D graphics applications.
- Experience with communications: serial/parallel, sockets, IPX/SPX, and TCP/IP
- Assembly language experience