



Rahil Patel &lt;rahil627@gmail.com&gt;

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## Raaaaaaaaaab

10 messages

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**Rahil Patel <rahil627@gmail.com>****Sun, Nov 13, 2011 at 11:07 PM**

To: Josh Raab &lt;joshr2121@gmail.com&gt;

I ran into Jon right after departed with you at the subway, and a thought occurred about how to get into the game industry as a game designer.

Internships. Nicole posted a few up. So yea, continue networking and maybe try one of those those game design intern positions. Show them your game design documents. Tell them that you've been making them since middle school.

..maybe a chance? =/

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**Josh Raab <joshr2121@gmail.com>****Mon, Nov 14, 2011 at 3:47 AM**

To: Rahil Patel &lt;rahil627@gmail.com&gt;

Yeah man, I've been trying to do that. I kinda stopped once I figured I had this job lined up, but now I'm unsure what's going on with that so I'll start thinking about the internships again.

Thing is, a lot of the internships aren't especially attractive. Even the game design ones are invariably at companies that make mobile/social games. I suppose it's better than nothing, particularly since I would be there for a limited period of time, but it doesn't really interest me that much. I will keep an eye on the postings though.

Also, turns out no one's really interested in design documents. I gotta have a game they can play or they don't really care. It's understandable, but frustrating, and a huge part of the reason I want to start coding my own shit.

Josh

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**Rahil Patel <rahil627@gmail.com>****Tue, Nov 15, 2011 at 3:11 AM**

To: Josh Raab &lt;joshr2121@gmail.com&gt;

Dang, sucks to hear no one cares about design documents / paper prototypes.

And yea, I wouldn't like a job making shitty mobile/social games either but that's what makes money and can afford hiring new talent. There isn't much choice. It's nearly impossible to find a small video game company that makes cool games, they're usually just a group of friends.

Soooo, I guess good luck on coding? Hah. There's probably a better chance finding a cool history job!

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**Josh Raab <joshr2121@gmail.com>****Tue, Nov 15, 2011 at 4:06 AM**

To: Rahil Patel &lt;rahil627@gmail.com&gt;

Honestly, what I'd love to do would be to get a small group of like-minded people together and just do lead design and writing, and maybe sound, some coding, whatever. Like, found my own little games studio. We'd only make games we're interested in, and it'd be fun, and if we made good games, people would pay us for them. My