

From Dream To Reality...

Your Career in the Game Industry



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Common Misconceptions

You will sit around and play games (all day)

You will make big \$\$\$ (playing games all day)

You will drive exotic sports cars

You will go to the office whenever you want

You will have great job security

You will be famous

You won't ever have to study again

You just need to be good at playing games

Reality – Playing Games

QA department spends a lot of time testing games

- Long hours, lots of stress, deadlines

- Re-testing for same issues repeatedly

- Constantly making notes, filling out bug reports

Designers spend a lot of time doing game-play analysis

- Thinking critically, comparing contrasting

- Studying QA data, statistics, feedback

- Always searching for the “fun-factor”

Reality – Starting Salaries

Testers	Min. Wage - \$24K
Artists	\$25 – \$40K
Designers	\$43K
Programmers	\$53K

*Sources: gamecareerguide.com, CNN Money, and Robert Half Technologies, US Department of Labor

Reality – Game Developer Cars



Reality – Time

Core work hours

Crunch work hours

Schedules

Deadlines

Reality – Job Security

Fiercely Competitive

Lots of turnover

Lots of studios close down

Lots of titles get canceled

Amount of talent > Number of jobs

Globalization – Entire businesses now focused on outsourcing game development to China, India, the Ukraine, etc.

Reality - Fame

Most talent in the game industry is invisible to the media

Alexey Pajitnov ?

John Howard ?

Wesley Hunt ?

Works > Words

The 'Gold Rush' is over

Reality – Continuing Education

There's always something to learn:

Keeping up with “Next Generation”

Graphics techniques (SIGGRAPH)

Software development

Project Management

Business Management

Reality

Playing Games

DOES NOT EQUAL

Making Games