

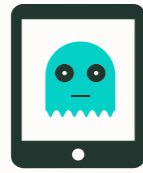


Games Industry Careers Map

GAMES ART



Animator



Character Artist



Environment Artist



Texture Artist



Technical Artist



VFX Artist

GAMES DESIGN/DEVELOPMENT



Games Designer
Developer



Games Tester



Games Studio
Owner/Manager



VR Developer

GAMES PROGRAMMING

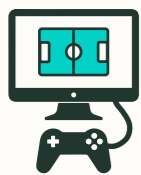


Games Programmer



VR Programmer

ESPORTS



Professional Player



Shoutcaster



Team Manager/
Coach



Event Manager

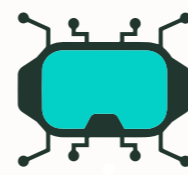


Production Manager

INDUSTRY/EDUCATION



Games Teacher/
Tutor



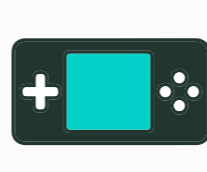
VR Studio
Owner/Manager



Games Vlogger/
Blogger



Games Studio
- Finance



Games Retail
- Sales



Games Studio
- Marketing

MUSIC
GAMES
MEDIA
EVENTS
COMPUTING



access
creative college



Games Industry Careers Map

GAMES ART



Animator

Animators take the objects created by 2D and 3D artists and make them able to move bringing them to life. Working from the designer's storyboard, an animator creates the movements for characters and vehicles. They bring personality and add emotion and realism to the game.

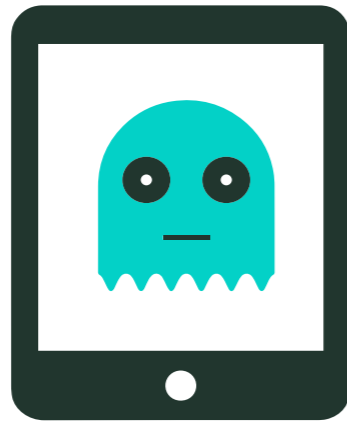
Animators also have a good understanding of programming and game engines. As game animation is often a complicated combination of different types of movement, animators make libraries of the movements, so they can reuse them for each character. They work in a way that makes the best use of the game engine's technology and maximises the opportunities for game play and interactivity.





Games Industry Careers Map

GAMES ART



Character Artist

Character artists create and draw the visual elements of a game, these include the characters, the environment, vehicles, weapons and other props or items. You could also be working on films creating characters, scenery or props.





Games Industry Careers Map

GAMES ART



Environment Artist

The key responsibilities of an environment artist comprise of:

Constructing various aspects of gaming environment like terrains, valleys, scenery, props, and models in 2D and 3D.

You will also need to communicate with programmers, designers, and other team members.





Games Industry Careers Map

GAMES ART



Texture Artist

A texture artist's job is to paint surface textures on animated characters, environments, and props.

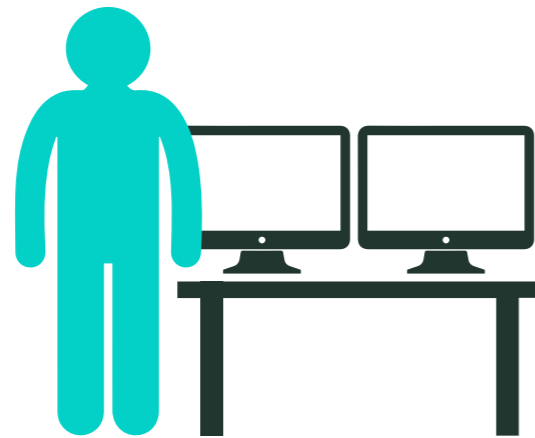
The number of textures to work with during a game is endless and may include things such as wrinkles, fur, scales, sweat, and mud. Sometimes textures in games may have to be generated and created as they don't exist in real life.





Games Industry Careers Map

GAMES ART



Technical Artist

Technical animators make it a lot easier for animation to happen. Many technical challenges are faced when creating animation for games. Movements can be complex and can slow the gameplay down or can take so long to create that the game becomes too expensive to produce.

Technical animators are often problem solvers acting as a bridge between the programmers and the animation team by working out how the tools and game engine can be developed to overcome the challenges.





Games Industry Careers Map

GAMES ART



VFX Artist

VFX artists add the touches that bring the another level of realism to the game . They create anything that moves that isn't a feature character or an object. For example they may create dust, water, explosions and superpowers.

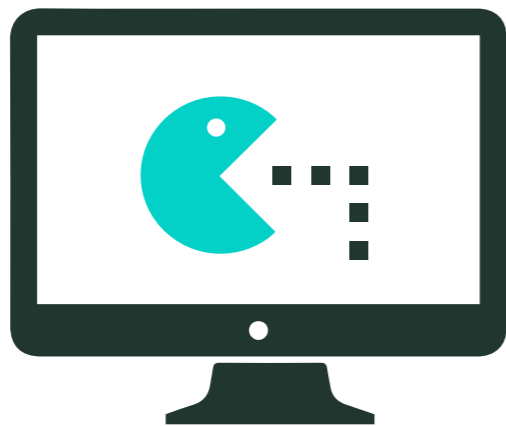
VFX artists use digital art software, alongside traditional art techniques to create realistic effects that are stunning like a tornado or something much more subtle like slow moving clouds.





Games Industry Careers Map

GAMES DESIGN/DEVELOPMENT



Games Designer Developer

Game designers duties are often things like designing characters, levels, puzzles, art and animation. They may also write code, using various computer programming languages.

They may also be responsible for project management tasks and testing early versions of video games.





Games Industry Careers Map

GAMES DESIGN/DEVELOPMENT



Games Tester

A computer game tester's main responsibility is to ensure the quality assurance of a product by playing the game in as many ways as possible.





Games Industry Careers Map

GAMES DESIGN/DEVELOPMENT



Games Studio Owner/Manager

The duties of a studio owner or a manager is generally to oversee and provide the best service to all productions found in the studio.

They are usually responsible for leading all service functions within the studio(s) and meeting operational goals, including overseeing the operational team.

Duties can also include ensuring teams are appropriately resourced to deliver against business and operational objectives.





Games Industry Careers Map

GAMES DESIGN/DEVELOPMENT



VR Developer

As the VR developer, you won't necessarily have to worry about sound design within a game but you would focus on writing the code for something like a VR app.

You will also have to learn to think and create in 3D rather than in 2D, this can take some time to understand.





Games Industry Careers Map

GAMES PROGRAMMING



Games Programmer

Gameplay programmers are the ones who write the code for the interactions that make a game enjoyable. While the lead designers decide on the overall gameplay experience, programmers are the ones who make it happen.

They work with game level designers to see what the requirements are to make the gameplay work. They create the rules that govern what objects do within the gameplay. Also they fix bugs found within a game and optimise the user experience.





Games Industry Careers Map

GAMES PROGRAMMING



VR Programmer

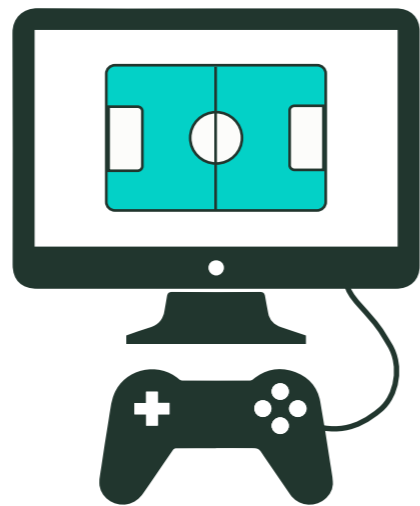
VR programmers write the code for cutting-edge game development. VR games are where a player uses a headset or goggles and has the sensation of actually stepping into another world, often gaining a deeper sense of immersion than in regular video games.





Games Industry Careers Map

ESPORTS



Professional Player

Playing games and getting paid for it is most gamers dream job. The career isn't simple though it takes the same amount of daily practice and dedication required of a professional athlete as you need to become extremely disciplined and skilful.

Many gamers find this is part-time employment that simply pays the bills.





Games Industry Careers Map

ESPORTS



Shoutcaster

Shoutcasters are the voices of esports, commentating on tournament games at real-world events and also online.

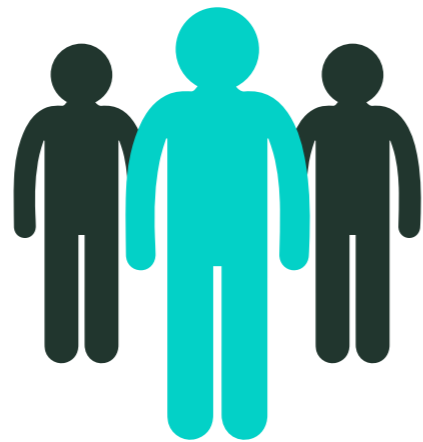
Similar to traditional sports commentating, your role is to be informative and entertaining without getting in the way..





Games Industry Careers Map

ESPORTS



Team Manager/Coach

A manager or coach in E-sports is similar to other real-life sports. They are either shouting tactics, ways to improve or organising the players.

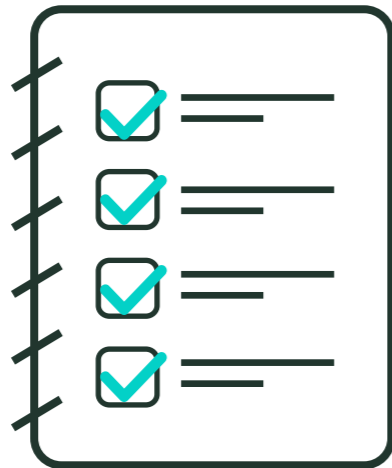
The manager is more than just the sixth man or woman on the team. They are the glue that holds them together.





Games Industry Careers Map

ESPORTS



Event Manager

Event Managers' roles and duties can vary depending on the company and industry in which they work in.

They are responsible for planning, organising, managing and coordinating various types of events. Often coordinating meetings with clients to determine details about events.





Games Industry Careers Map

ESPORTS



Production Manager

Production managers ensure that the manufacturing processes run reliably and efficiently.

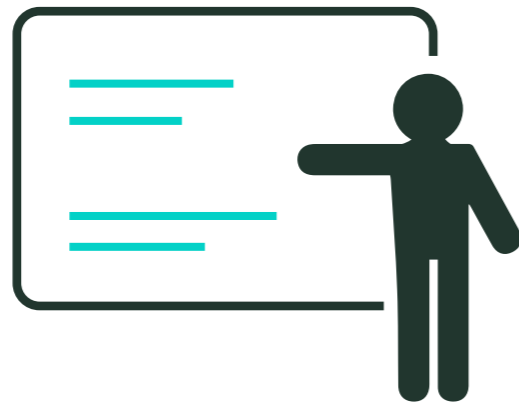
Responsibilities of the job include: planning and organising production schedules, estimating, negotiating and agreeing budgets and timescales with clients and managers.





Games Industry Careers Map

INDUSTRY/EDUCATION



Games Teacher/Tutor

Tutors are responsible for helping students to understand different subjects. They assess, assist and encourage the students throughout the learning process.

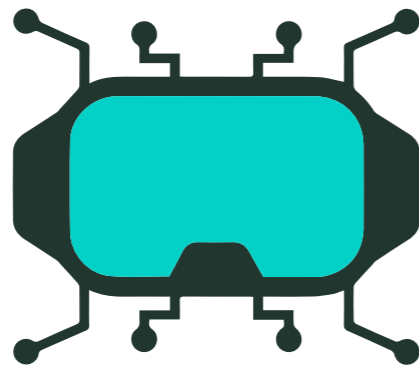
Tutors also review and create materials used in classes, explain various topics and answers any doubts and questions the students may have.





Games Industry Careers Map

INDUSTRY/EDUCATION



VR Studio Owner/Manager

The Studio Manager is responsible for setting up client accounts, invoicing clients for their time and tracking the invoices to make sure they are paid in full. Studio Managers can be called upon to install, operate, maintain or troubleshoot technical equipment. They may also have to schedule repairs of equipment if necessary.





Games Industry Careers Map

INDUSTRY/EDUCATION



Games Vlogger/Blogger

Vloggers and Bloggers write, edit, post, and promote the content on their web pages or websites.

They generate and pitch ideas, compose and edit posts, market posts to readers, and conduct research.





Games Industry Careers Map

INDUSTRY/EDUCATION



Games Studio - Finance

Financial managers within a Game Studio advise clients on appropriate business planning and help in decision making processes to ensure that businesses are financially successful.

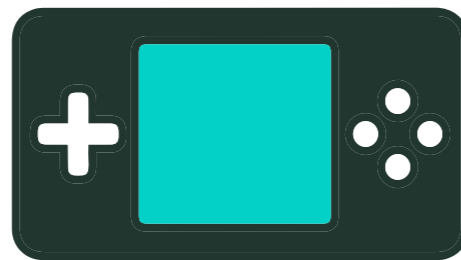
This might involve advising on investments, savings, pensions or insurance products.





Games Industry Careers Map

INDUSTRY/EDUCATION



Games Retail - Sales

A Retail Sales Associate is responsible for all sales activities and sales associate job duties. This includes greeting customers, answering questions, offering assistance, suggesting items, lending opinions and providing product information.

A sales associate must also be able to deal with customer refunds courteously and professionally.





Games Industry Careers Map

INDUSTRY/EDUCATION



Games Studio - Marketing

The job of the marketing department (also known as PR, or public relations) is to get information about the game out to the public and to get as many people as excited as possible about the game's release. Along with using different mediums such as social media outlets, billboards or adverts they will put together events or launch parties themed around the game.

