



Games Designer

Games designers bring ideas, build prototypes, design and develop the game's mechanics. A games designer may have work commissioned that they've created them self or from a pre-approved idea, such as a game based upon a film.

Skills:

- Scripting and design capabilities
- Communication skills
- Teamwork
- Creative and innovative
- Organisation
- Technical ability
- Project management skills

Income

Entry-level positions range from £17,000 to £18,000. Level designers can expect to earn in the region of £20,000 to £35,000. The average salary for a game designer is £30,000, although you can earn up to £45,000. A senior game designer could earn up to £65,000.

Areas of work:

- Advertising firms
- Broadcasting companies
- Computing and electronics organisations
- Creative agencies
- Education providers and education resource suppliers
- Esports associations
- Event organisers
- Hardware and software distributors
- PR, communications and marketing firms
- Software developers
- Trade and retail organisations.