

Improving The Odds

**Developer Development
Final Session**

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EA founder Bing Gordon Says

Pick opportunity, not salary.

If you have a job, and some basic fiscal responsibility:

“In 3 years you’ll have enough money.
In 5 years you might have more than
you know what to do with.”

Meet Jill Donald

- Development Director at EALA
- BS in Psychology from Carnegie Mellon
- With EA for 7 years
- **Started knowing nothing about the videogames industry**

Where to find Jill



A note from Jill

If you love videogames, there is a career path that will use your talents, whatever they are.

lines of Work

- Engineers: User Interface, Audio, AI, Build, Gameplay, Tools, Rendering, Networking
- Art: Modelers, Texturers, Lighters, Effects Artists, Animators, Concept Artists, 2D Artists
- Design: Level, AI, User Interface, Game Balance
- Audio: Audio Technician, Musician
- Management: Producer, Development Director

Other jobs in the industry

Human Resources, Recruiting, Customer Service, Community Relations, Marketing, Sales, Licensor Relations, Community Management, Finance, Payroll, Accounts Receivable, Stock Administration, Localization Manager, Localization Engineer, Translators, Legal, Licensing, Playtesting, QA Management, QA Engineering, Bug Database Administration, Manual writers, Story writers, IT, Mastering Lab, Compatibility Testing, Cinematics, Video Editors, Public Relations, Voice Director, Motion Capture Director

from the Others

“Good grades are important. They let me know who’s able to do the work that won’t be fun.”

-Ian Davis

Mad Doc Games

from the Others

Help from Shiny's David Perry:

<http://www.dperry.com>

Go to Jobs section, then Advice,
followed by "Job Hunting Sites"

from Me #1

- Create games. Now.
 - “Finaling” and battling deadlines on diverse teams = strong experience
 - There’s no better teacher than necessity, as found in application
 - Nothing says “I can” louder than “Time and time again: I did.”

from me #2

- Keep yourself broadly educated
 - Keep playing games, esp. the hits
 - Find books on game development
 - Read well-known fiction books, watch noteworthy movies
 - Explore skills outside of game making (ski, play instrument, paint)

from Me #3

- Seek an internship
 - Attend CMU job fairs
 - Keep the resume up to date
 - Ask career center for help
 - Apply broadly– think college apps...
 - The best positions may be gone by early/mid-Spring!

from me #4

- Network proactively
 - Go to hear guest speakers!
Introduce yourself afterwards!
 - Attend the Game Developer's Conference in the Spring
 - Get to know others in GCS: on other projects, the officers, me...

from Me #5

- Aim to be the best at something
 - Being good at many things helps...
 - But people will be hired for doing one particular line of work (even if they can deviate a bit on the job)
 - No matter what you're the best at:
communication skill is still essential!

from Me

1. Create games. Now.
2. Keep yourself broadly educated
3. Seek an internship
4. Network proactively
5. Aim to be the best at something

Any Questions?

