Brandon Walters

Professor Jarabo

MAT-103-30075

November 7th, 2021

**Game Designer**

Part 1

Game Designers can have a wide variety of job duties, depending on the gaming community of the job. The primary responsibilities include designing storylines and levels for electronic games. These games can be for the computer by design or for a specific game console/company. They can also be learning or training games or those designed specifically for phones or some other device. Applications are popular for mobile phone games. This role requires close work with teams along various stages of development. The development of a game, regardless of the specifications, also requires excellent planning skills. Because the development & design of video games involves so many different teams and collaboration with many others, the designer must create realistic timelines, create prototypes and have overall good time management and communication skills.

The role of a game designer is sometimes interchanged with that of a game programmer. The programmer writes game code and programs the game to “work” but the job that I am looking into is the artistic component of the game, not the technical. These individuals create storyboards, 2 & 3D models of scenes, artwork and bring the details that give the overarching concepts of the game life. There is still a code writing aspect as well, but there is more creative expression and freedom in the designer role. They also test and troubleshoot the games throughout the stages of the design. They work with programmers who make their design visions a reality by writing the code.

This role is unique in that it requires both creativity and analytical skills. To succeed in this job, the video game designer needs to be organized, disciplined, collaborative with others, an exceptional communicator, and possess the artistic skill. Most game designers have a 4-year degree in game development, game design, program development, computer science, information management, network architecture, graphic design, multimedia, or a similar major. They are familiar with game design software, code editing programs, automated testing tools and keep up with ever-evolving technology.

The personality of a game developer can vary just as the job can, depending on the content. Creativity is an essential component so the right candidate should have right-brain tendencies with the ability to utilize their left with equal skill. They do not have to be extroverted and social, but they do need to be friendly with a good grasp on market trends and an understanding of people to design games that appeal to audiences. As with other jobs, game designers can be part-time or freelance, but most are full-time employees with benefits and a median salary of around $65,000 per year. Most work in studios or office spaces with others in their field, though COVID has changed the landscape of the typical work environment in many fields, including the gaming community, that can also work in a hybrid or home workspace.

This field is a competitive career and is difficult to get into and advance in initially. Internship and other volunteer opportunities to help gain experience are helpful. In addition to building skills, it can also help to network with those in the field to build a positive reputation and working relationships that can afford future opportunities in the field. Designers may start based on a less creative role initially then progress to the designer role and ultimately lead designer. More so than the title, the progressive path of a game designer is really in the company they design for. Professional game designers advance their career opportunities by building content portfolios and then earning a spot in a top gaming company, such as Blizzard Entertainment.

Part 2

Some local jobs recently available in this field include the following:

1. **Searched 11/7/21, careers.blizzard.com, Game Designer - Unannounced Project, Irvine, CA, Intermediate job level, unposted salary, fulltime**

Team Name:

Unannounced Project

Job Title:

Game Designer - Unannounced Project

Requisition ID:

R008816

Job Description:

Blizzard is looking for a talented and experienced game designer to create a new experience for mobile. This position will focus on the creative design and technical implementation of encounter-based content and play balance; however, you will be expected to wear many hats! The ideal candidate will have proven experience in game design, a strong aptitude for critical thinking and analysis, outstanding people skills, boundless creativity, extensive knowledge of the Blizzard universes, and a longstanding passion for playing games.

COVID-19 Hiring Update: We’ve transitioned to a work-from-home model and we’re continuing to interview and hire during this time. This role is expected to begin as a remote position. We understand each person’s circumstances may be unique and will work with you to explore possible interim options.

Minimum Requirements

Experience

• A minimum of 2 years of game development experience.

Knowledge & Skills

• Work as part of the design group and take responsibility and ownership of in-game features and content.

• Collaborate with the other department leads to ensure positive communication and problem-solving between disciplines.

• Excellent written and verbal communications skills.

Key Attributes

• Highly self-motivated and collaborative.

• Able to communicate effectively with artists, designers, engineers, and producers.

• Absolute passion for playing and making games, especially in genres Blizzard is known for.

• Able to work in a demanding team environment.

Extra Points

Experience

• Experience with mobile development.

• Experience in Unity.

• Non-design development experience (artist, programmer, etc.).

• Bachelor’s degree or equivalent experience.

Required Application Materials

• Resume

• Cover Letter

Blizzard Entertainment is a global company committed to growing our employees along with the business. We offer generous benefits and perks with an eye on providing a true work/life balance. We’ve worked hard to foster an intensely collaborative and creative environment, a diverse and inclusive employee culture, and training and opportunity for professional growth. Our people are everything. Our core values are real, and our mission has never changed. We are dedicated to creating the most epic entertainment experiences…ever. Join us!

Job Status: Full-Time

Primary Location: United States-CA-Irvine

Blizzard Entertainment is an Equal Opportunity Employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, sexual orientation, gender identity, gender expression, national origin, protected veteran status, or any other basis protected by applicable law, and will not be discriminated against on the basis of disability.

1. **Searched 11/7/21, indeed.com, Level Designer, Carlsbad, CA, intermediate job level, unposted salary, fulltime**

Job Title:

Associate Designer

Requisition ID:

R009005

Job Description:

Associate Designer - High Moon Studios

Job Description

Great Games Start with Great People! This is a significant time in our company’s history – and one of the most exciting times to join us! We are building a culture of collaboration and seeking an imaginative, skillful, and versatile Associate Designer to join our team in Carlsbad, California. If you share a passion for developing groundbreaking worlds and player experiences, then this may be the position you’ve been waiting for!

Your Mission:

• Collaborate with cross-discipline team to create single-player level content.

• Create 2D maps and mission outlines for single-player levels.

• Construct 3D level blackouts and script necessary combat encounters, gameplay mechanics, and animated sequences.

• Present and pitch ideas to internal and external teams.

• Playtest in-progress work and provide feedback to the team.

• Collaborate with Mechanics Designers and Engineers to create unique gameplay mechanics and improve tools.

Player Profile:

• Passion for shooters on Console and/or PC.

• Demonstrable experience making fun, visually impressive 3d levels for a first-person shooter.

• Single-player map design & building experience.

• 3+ years professional-level design experience.

• Must work well in a team environment: Strong communication skills, taking and understanding direction well, meeting deadlines, and mentoring more junior members of the team.

• Strong game design skills: must be able to intelligently discuss the strengths and weaknesses of recent games. Must be able to list techniques used to make fun of FPS levels and systems.

Extra Points:

• Drawing/art/Photoshop skills.

• Strong technical skills and experience with common scripting languages (C#, Lua, Python, Unreal Script).

• Background or education in game design, architecture, or traditional art.

• MOD community experience.

High Moon Studios

Founded in 2002, High Moon Studios is an award-winning studio developing for the Call of Duty® franchise, with past development on over 15 titles including Call of Duty: Black Ops Cold War and Warzone, Bungie’s Destiny 2: Forsaken, and Transformers: Fall of Cybertron. We employ more than 170 people in Carlsbad, CA, a seaside city in San Diego County.

Our pride is our people and the experiences we have successfully created for our fans. High Moon's talent is comprised of gifted entertainment and technology professionals responsible for some of the most successful games ever made. We have award-winning developers, published artists, and specialists recognized as among the best in their fields. Our studio has a history of using innovative techniques designed to boost productivity and product quality, which in turn enhances our studio's quality of life.

High Moon Studios is wholly owned by Activision. To learn more about our studio, please visit us at www.highmoonstudios.com.

Our World

Activision Blizzard, Inc. (NASDAQ: ATVI), is one of the world's largest and most successful interactive entertainment companies and is at the intersection of media, technology, and entertainment. We are home to some of the most beloved entertainment franchises including Call of Duty®, World of Warcraft®, Overwatch®, Diablo®, Candy Crush™, and Bubble Witch™. Our combined entertainment network delights hundreds of millions of monthly active users in 196 countries, making us the largest gaming network on the planet!

Our ability to build immersive and innovative worlds is only enhanced by diverse teams working in an inclusive environment. We aspire to have a culture where everyone can thrive to connect and engage the world through epic entertainment. We provide a suite of benefits that promote physical, emotional, and financial well-being for ‘Every World’ - we’ve got our employees covered!

The videogame industry and therefore our business is fast-paced and will continue to evolve. As such, the duties and responsibilities of this role may be changed as directed by the Company at any time to promote and support our business and relationships with industry partners.

High Moon Studios is an Equal Opportunity Employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, sexual orientation, gender identity, gender expression, national origin, protected veteran status, or any other basis protected by applicable law and will not be discriminated against based on disability

1. **Searched 11/7/21, monster.com, Sr. 3D Artist - Virtual Production, Culver City, CA, Senior job level, unposted salary, fulltime**

Description

Sr. 3D Artist

Leading entertainment studio in Culver City, CA seeking a Sr. 3D Artist. The Innovation Studios virtual production technology is based around Atom View, a revolutionary point-cloud rendering, editing, and coloring software solution. Atom View enables content creators to visualize, edit, color correct and combine multiple volumetric data captures from a different position to produce final output for use in virtual film productions, video games, and interactive experiences with true photoreal quality. This advanced software engine is enabling the highest quality assets, with real-world photography capture, to be manipulated on LED walls in real-time for virtual production, giving filmmakers new tools and the flexibility to tell stories in new and revolutionary ways.

Within Innovation Studios the Senior 3D Artist is responsible for delivering high-quality 3D content using a wide variety of skills and software (modeling, texturing, animation, motion graphics, compositing, particles, dynamics, etc.).

The role will require a diverse skill-set in 3D art, a strong sense of design in several interactive mediums, an excellent eye for artistic quality, the ability to adhere to specific art directions, and strong creative ideation skills.

Responsibilities

Collaborate with a tightly-integrated team to achieve high-quality results within short delivery timeframes.

Creation and delivery of high-quality 3D content using a wide variety of skills and software

Working in collaboration with the development team to ensure results are delivered within the allocated timeframe

Training and mentoring other 3D artists in SIS processes and tools

Requirements

BA degree in graphic design, 3D, video game development, or equivalent working experience

5+ years VFX/games industry experience with industry 3D packages

Expert knowledge in multiple content-creation applications like Maya, Modo, Substance Painter, Mari, or others

Experience creating high-quality visuals for real-time, gaming, and/or AR/VR experiences

Experience with real-time asset creation in engines like UE4, Unity, or similar

Broad knowledge of 3D asset creation (modeling, texturing, materials, animation)

Understanding of both real-time rendering in engines like UE4 or Unity and offline rendering in software like V-Ray or Arnold

Willingness to learn and work with new 3D asset creation software and related workflows

Experience collaborating with multi-disciplinary teams using task-management software (JIRA, Shotgun, etc.)

Strong technical skills and problem-solving ability working with VFX artists and software developers

Excellent organization and time management skills

Excellent communication skills (both spoken and written)

Experience with coaching, mentoring, and training 3D artists

Desired

Experience working on published AAA game or feature-film VFX is a strong advantage

Familiarity working with and processing raw LiDAR capture data

Experience and familiarity with Maya in combination with V-Ray or Arnold rendering software

Experience and familiarity with UE4 in all aspects (materials, lighting, Blueprints, Niagara, etc.)

Good familiarity with Nuke and advanced image-processing and editing techniques

Experience using Modo a plus

Part 3

| **Level of Position** | **Salary** | **Education/Experience Requirements** |
| --- | --- | --- |
| Entry Level | $52,169 | Degree in a related field, experience/portfolio (internship, volunteering, demonstrated related experience |
|
| Intermediate Level | $66,737 | Degree in a related field, experience/portfolio (internship, volunteering, demonstrated related experience plus at least a couple of years in the field of hire/on the job experience |
|
| Senior Level | $122,972 | Degree in a related field, experience/portfolio (internship, volunteering, demonstrated related experience plus 5+ years in the field of hire/on the job experience with increasing responsibility/skill |
|

Part 4

Entry-level, despite being the point of entry and the lowest level in the field, still require job experience, which is difficult to get without experience. It doesn’t make sense to require experience to enter into a field for the experience; however, even entry-level game designers have to be able to perform upon hire. Employers prefer an internship or some type of similar hands-on experience in the field, along with a portfolio to showcase work done. This is partly because employers are looking for not just the right personality and skill, but also the right creative vision for their company.

Mid-level or intermediate is for those with a couple or more years of on-the-job experience. Working in the field not only leads to more experience but also familiarity with various job functions, how they interact, and can be trusted with a higher level of responsibility and decision making that warrants more pay and exposure to new projects.

Senior-level in this role is generally five or more years of growth, exposure, and proving of skills. They can lead projects, take on more responsibility and decision-making than other leaders. Aside from being a lead, which they can sometimes function in the role of as well, they are the experts in their field. Their increased salary reflects many years of success, an impressive portfolio, exceptional time management, and communication skills. They need to be top performers in their field, reliable, based on, and require little supervision.