

WHAT CAN I DO WITH A MAJOR IN

COMPUTER GAME DEVELOPMENT?



I CAN GO INTO...

AND POSSIBLY WORK FOR...

DOING THIS CAN HELP ME GET THERE...

CAREER AREAS	POTENTIAL INDUSTRIES	CAREER PREPARATION STRATEGIES
<p>PROGRAMMING</p> <p>Gameplay programming students bring their technical understanding of game internals to deliver engaging game experiences to players. Game programmers specialize in areas like Scripting, Graphics Programming, and Artificial Intelligence Programming.</p> <p>Systems programming students focus on the game engine, computer hardware, and other essential systems that make playing games possible.</p>	<ul style="list-style-type: none"> • Video Game Companies (developers, publishers, mobile, indie, educational) • Entertainment Companies • Technology Companies • Educational Institutions • Companies / Industries seeking programmers 	<p>Create Games</p> <ul style="list-style-type: none"> • As a student, it's important to create games both in and out of the classroom to help build your resume and portfolio. Gain experience by participating in Game Jams or apply for the DePaul Game Experience team. <p>Gain Experience</p> <ul style="list-style-type: none"> • Obtaining one or more internships before you graduate is also important. Apply for internships with local or national game studios or find internships through DePaul.Experience.com. The Career Center can also assist you with your internship search. <p>Build Your Portfolio</p> <ul style="list-style-type: none"> • Employers will want to see a collection of your best work before you graduate. Early on, start creating games that showcase your technical skills with in-class and self-directed projects. Participating in clubs like DeFrag and in annual events like Game Jam will help build your scope of work and show your experience working with teams.
<p>GAME DESIGN</p> <p>Game Design students explore games as artistic media and develop skills allowing them to pursue a variety of different potential careers including:</p> <ul style="list-style-type: none"> • Game Designer • Game Writer • Jr Designer • Level Designer • UI (User-Interface) Designer • User Testing • Audio Designer 	<ul style="list-style-type: none"> • Video Game Companies (developers, publishers, mobile, indie, educational) • Entertainment Companies • Technology Companies • Educational Institutions 	<p>Gain Experience</p> <ul style="list-style-type: none"> • Obtaining experience through internships before you graduate is important as entry-level game design positions can be hard to find. Apply for Game Design internships with local or national game studios or for Level Design, QA testing or game production internships as a way to get your 'foot in the door'. Find internships through DePaul.Experience.com. The Career Center can also assist you with your internship search. <p>Create Games</p> <ul style="list-style-type: none"> • As a student, it's important to create games both in and out of the classroom to help build your resume and portfolio. Gain experience by participating in Game Jams or apply for the DePaul Game Experience team. <p>Broaden Your Skills</p> <ul style="list-style-type: none"> • As a student, take time now to learn other skills. Acquiring other skills like programming or 3D modeling can become valuable as you are contributing to projects and earning your way to a game designer role.



POTENTIAL COMPANIES

for Computer Game Development Majors
(programming & design concentrations combined)

- Babaroga
- Blizzard Entertainment
- Box Score Games
- Disney Interactive
- High Voltage Software
- InContext Solutions
- NetherRealm Studios
- Phosphor Games
- Robomodo
- Wargaming
- Wowzers
- WMS Gaming

POTENTIAL EMPLOYERS

for Computer Game Development Majors
(programming & design concentrations combined)

- Associate Producer
- Associate Software Engineer
- Game Designer
- Game Design Intern
- Jr Software Engineer
- Level Designer Intern
- Programming Intern
- Quality Assurance Intern
- Quality Assurance Tester
- Software Engineer
- Software Engineer Intern
- Technical Artist
- Technical Artist Intern
- User Interface Programming Intern



careercenter.depaul.edu