

GAME ON! Tips for Game Design and Development resumes

Employers in the IT gaming sector provided this feedback and advice when shown the following 'model' gaming resume.

Format preferences

- It's a black and white document. Most development resumes are colourful affairs and have a digital component which is usually a link to a tech demo
- Put technical skills right up the top so we can scan it – under your contact details
- Place the link to a digital portfolio up the top under your email address – it's that important! We often suggest to applicants that they create their own game, game prototype or modify an existing game as this demonstrates passion for creating games and demonstrates skills (especially important if applicant has no industry experience).
- Keep the resume to about 2 pages

Detail and content

- Particularly for designers and producers it's beneficial to show how interested they are in making games by teaching themselves elements of game design. Examples include creating their own game design document or becoming familiar with games design tools (UnrealEditor, UnrealScript, Lua, Maya/3DSMax...)
- The gaming industry put HUGE emphasis on creativity and 'fun' – we expect to see that in the resume.
- Very interested in how students spend their free time. We look for students who play lots of games as this demonstrates that they are 'up to date' with industry standards. (The first interview question we ask is often 'what games do you play?') We look to see if lots of different sort of games are played across multiple platforms. Playing bad games as well as good ones and thinking analytically about why one particular game works and another doesn't is part of the business
- We look for a keen eye for detail (and that includes no spelling mistakes), total commitment and a will to make the best quality game.
- When describing your part time relevant employment experience such as a games tester we would expect you to describe your responsibilities, for example, detail what languages you used, what 'bugs' you fixed and how you documented this
- Value customer services skills as we serve the needs of our customers and build strong client relationships

Tailor your resume

- RESEARCH the company and get to know their area of business, games designed etc. Use this knowledge to tailor the resume and cover letter to that organisation.
- Apply for multiple positions but each resume should address the position.
- Be careful when including a career objective that it aligns with services offered by the organisation
- If you have relevant employment then position that above your 'Education' section.
- We are interested in the skills you have and what you can do. Include competency scale for skills such as in-depth through to just learning. We do not expect you to have all the software knowledge and skills but we do expect that you will be WILLING to learn

Interesting observation from a larger employer

Entry level positions are offered to recent graduates for the duration of the project which may be for 1-2 years. Whilst this may give the graduate a foot in the door the employer experienced difficulties with those who became 'distracted' with other more interesting positions and wanted to make lateral shifts before proving themselves in the position for which they were hired. The message is do what you were hired to do - do it well and that will open doors for you. Be patient.

Generalist vs specialist

Employers prefer to hire generalists who have a special interest area, as the employee will then have a broad range of skills which can be used more often with the added bonus of specialist skills if the need arises.

RESUME WEN CHAN

221 Burwood Hwy,
BURWOOD, VIC 3125
Ph: 999 44444 Mobile: 0444 444444
Email: wen.chan@deakin.edu.au

Employers like to see your creativity so showcase your work using a portfolio. They look for a sense of fun since you are in the entertainment industry.

Online portfolio of work: www.wenchenportfolio-deakin.edu.au

I am an avid game player who thrives in a challenging and creative environment.

SKILL SNAPSHOT:

Name	Proficiency	Years of experience	Last used
3D Studio Max	Advanced	3+	current
C++	Advanced	3+	current
Direct X	Intermediate	2+	current
Adobe Photoshop	Intermediate	2+	current
JavaScript	Intermediate	2+	current
HTML	Advanced	3+	current
Linux Networking	Intermediate	2+	current
Maya/Motion Builder	Intermediate	2+	current

You're not expected to know all software but be willing to learn.

Do your research about the company and ensure it offers positions of interest to you.

CAREER OBJECTIVE

To use my skills in game development and testing in a dynamic and creative team environment whose focus is on producing a new game experience.

EDUCATION

03/2008 - current

Bachelor of Information Technology (Game Design and Development)
Deakin University

If you have a lot of relevant employment, consider placing that section before Education. Include both the responsibilities of the job and any achievements in the role.

EMPLOYMENT

03/2009 - current

Casual Games Tester
Temptation Games, Melbourne

◆ Using my strong interest in gaming I report and document bugs using C++ when previewing new video games as part of the quality assurance program of the company.

Customer services skilled are highly valued as you may deal directly with clients

12/2008 - 02/2009

Sales Assistant

Dick Smith Powerhouse, Melbourne

- ◆ Demonstration and sale of new video games for PS3 and Xbox 360.

Achievement: Established customer loyalty through the initiation of a weekend games club on site where discussion and use of the latest games occurred

PLACEMENT

11/2009 - 12/2009

Trainee computer programmer

Firebright Systems, Melbourne

- ◆ Assisted in the development of a software product which is a cross-platform sound engine used in hundreds of game titles.
- ◆ Supervisor comment '*Loves a challenge*'
- ◆ Perform functional testing on code
- ◆ Complete programming tasks within given timeframes

Employers want to know that you are passionate about the gaming industry so they look to see how you spend your free time – exploring new games?

VOLUNTARY EXPERIENCE

06/2008 - current

Committee Member

Gamers Deakin Student Association, Deakin University

- ◆ Boosted membership by 20% per annum.
- ◆ Produce a newsletter for members reviewing latest games available, events in the interactive gaming industry and any relevant jobs available. Organise industry speakers to inform members of opportunities, expectations and experience required to remain employable in the gaming sector.

KEY SKILLS

Demonstrate both written and verbal skills here with specific examples.

Communication:

- ◆ Developed presentations about the features and vision of a prototype game to other members in a multi-disciplinary team during my university placement
- ◆ Produced detailed and accurate bug tracking documentation in my role as a games tester
- ◆ Communicate effectively with people from different levels of computer skills and cultural backgrounds through my sales position and study at university

Teamwork:

- ◆ Collaboratively decided on goals and timelines for projects with artists and programmers whilst completing the internship at Firebright Systems
- ◆ As a committee member of a university student society, Gamers at Deakin, organised social gaming sessions, competitions and coordinated members' reviews of latest games.
- ◆ During a major university project maintain overall vision of the game throughout development process and communicated game concepts to programmers.

Use examples from your course and related employment experience

Planning and organisation:

- ◆ Produce detailed and accurate work within short time frames as required in my role as a trainee programmer and in my university course
- ◆ Ability to multi task during designing and developing a prototype game, Jackhammer, for a university project
- ◆ Balance my work commitments, university studies and extracurricular activities.

Problem solving skills:

- ◆ Able to identify, analyse and recommend solutions when problems are found during game development.
- ◆ Review games and critique what components add interest to the gaming experience and what detracts.

EXTRA-CURRICULAR ACTIVITIES

06/2008 - Current

Volunteer Games Blogger

www.OzzieGames.com.au Melbourne.

- ◆ Review latest games and providing a critique on what games I like and think work and those I don't with supporting viewpoint
- ◆ Encourage feedback from members about their gaming experiences

04/2007 - Current

Football

East Brighton Football Club

- ◆ Play on a weekly basis during season and part of the leadership group

PROFESSIONAL MEMBERSHIPS

06/2009 - current

Student Member

Australian Computer Society

Shows you are interested in continuous learning which is vital in this ever changing industry

SEMINAR SERIES ATTENDANCE

05/2010

Emergence of Creativity in Learning Via Social Technologies

Deakin University

Remember to ask permission from referees before listing them

REFEREES

Professional

Mr Peter Bright
IT Lecturer
Pigdons Road, Waurin Ponds VIC 3125
TEL: 3333 33333
Email: jc@deakin.edu.au

Academic

Dr James Cooke
Director Firebright Systems
XX Collins Street, Melbourne VIC 3000
TEL: 7777 8888
Email: pb@fb.com.au