



October 27, 2014

## Agenda:

- Article of the Week: How to Break Into The Industry, Part 2 by *Destin Bales* from his blog "I Need To Make Game"
  - How to Break Into The Industry, Part 1 : <http://ubm.io/1tAm9o8>
  - How to Break Into The Industry, Part 2 : <http://ubm.io/ZTctcF>
- T-shirt design contest
- Hi-Rez SMITE promotion
- Internship/Job Opportunities
  - Ubisoft *Online Programming Internship* : <http://bit.ly/103r31e>
  - Ubisoft *Project Management (Producer) Internship* : <http://bit.ly/1mz1aLl>
  - ZeniMax *Junior Gameplay Programmer* : <http://bit.ly/1FWnQBz>
  - ZeniMax *Junior UI Programmer* : ???
  - ZeniMax *Associate Producer* : <http://bit.ly/1wGyWGF>
- Aurora Halloween Scare Fest Extravaganza (mini game jam?): Oct. 31<sup>st</sup> from 7pm - ??
- Reminders
  - Dues
  - Checkpoint Presentation: November 3<sup>rd</sup>
- Questions, Comments, Concerns?
- Meet with Groups

## **How to Break Into The Industry, Part 2**

**By: Destin Bales**

### **Step 4: Build Hands-On Experience**

Now it is time to get your hands dirty and begin building applicable experience that you can use as a stepping stone to secure your first development job.

Of all of the articles and bits of advice in this series, "Build Hands-On Experience" is by far the most important one of the bunch. Follow this path

and you will reach your goal of working in the games industry. If however you skip this step you will find it significantly more difficult to break into development and the odds may not be in your favor. Yes it takes time -- possibly a considerable amount of time. In the end, however, it is the most valuable experience you can gain and it is this work that you will ultimately feature on your resume and use to sell yourself to prospective employers. Regardless of your desired discipline the most important thing that you need to do is prove your worth on screen by showing your art, design sense, or engineering skillset in a game engine by sharing a functional demo, prototype, mod or newly created game. While there are a number of different ways to achieve this goal we suggest getting started by learning a powerful and free game development engine named the [Unity engine](#). Used to make many commercially successful games on the PC and iOS platforms, Unity offers an intuitive interface, [numerous online tutorials](#) and [available books](#), and even the ability to [purchase assets](#) for use in your game for just a few dollars each. Furthermore, Unity supports both C# and Javascript so if you followed our advice and participated in the free [Stanford Programming Methodology](#) class you are practically equipped to write any code necessary.

"The Unity engine has a great mix of powerful features and ease of use. There are other free engines out there, but none give you the creative freedom that Unity has to offer."

- Neal Kettler, Technical Director | Paragon Studios

Take it slow, and follow these steps towards achieving your goal:

- Download and install the Unity engine
- Familiarize yourself with the interface by completing some basic tutorials
- Read up on the more advanced features of the engine through advanced tutorials, books or articles online
- Begin creating content of your own using the engine

This process can be used regardless of your discipline to showcase your talent. The Unity engine allows for exporting of projects to a web player which may allow you to demonstrate your work online via the online portfolio we help you create in Step 6.

Once you are familiar with the engine and creating content on your own, it's time to enter the general mod (modification) community. Many retail games like [Team Fortress 2](#) and [Neverwinter Nights 2](#) can be modified by enthusiasts to include revised gameplay or new content for others to enjoy. While creating desirable content from scratch can be a monumental task (as you've no doubt learned from your time with Unity) it is possible to build off of established works to create something compelling in a relatively short

amount of time. Through modding you even have the opportunity to work with others and gain valuable cross-disciplinary experience. Last but not least, successful mods are enjoyed by players allowing you to experience the feedback cycle from customers first hand. This is all gold for creating a stand-out resume and landing your first official development job.

Today two of the hottest mod-able games available include [Minecraft](#) and [Skyrim](#). Make a compelling mod for either of these two products and you will have a fantastic wealth of experience to leverage on your application.

### **Step 6: Resume and Online Portfolio**

It's almost time to go after your dream. Be prepared by creating an appropriate resume and online portfolio. Let's discuss how.

When the time comes to begin applying for jobs in the games industry, your resume and online portfolio will become critical in effectively communicating your value to a prospective employer. In today's digitally driven world we do recommend creating both a resume and an online portfolio to ensure the maximum level of exposure and ease of use for your target organizations.

### **Tips for Creating a Compelling Resume**

- Feature your hands-on experience, as a candidate with no prior dev history it's critical that you highlight the work you've done modding existing titles or working in Unity
- Limit your information to two pages or less
- Thoroughly proofread your resume and have friends review it as well
- Do not settle for traditional templates, search the web for [attractive examples](#) that you can build upon for your work
- Create a cover letter that emphasizes both your passion for development and your self-directed accomplishments to date
- Customize both your cover letter and resume to each job that you apply for, using familiar terminology found in the associated posting

### **Tips for Creating a Compelling Online Portfolio**

- There are many [free hosting and design](#) sites available online
- Include a company-agnostic version of your resume in your portfolio
- Feature examples of your work with a clear and concise summary of what role you played and which elements you personally affected

Show only the best of what you have accomplished as quality is far more valuable here than quantity