

# Careers in the Video Games Industry

Session taken by Paul Brookes of Relentless Software (11<sup>th</sup> March 2009)

## Key points

- Relentless Software is involved in making video games for all generations on behalf key clients such as Sony. The company employs over 80 people in various roles and are based in central Brighton.
- They are currently expanding and looking for new staff.
- Applying – They advertise vacancies on Wired Sussex, their own website and in specialist trade magazines. The company welcomes direct applications - send in a well tailored and relevant CV and covering letter. CVs received are kept on file and reviewed when a suitable vacancy comes up.

## Production life cycle

Paul took us through the life cycle of the development of a game as a product. There are two main ways that a product comes into being:-

1. Publishers such as Sony may approach a developer such as Relentless with an idea.
2. The developer approaches the publisher with an idea.

There is then 6 months spent developing the product. If it is given the green light by the publisher the project then goes into a full 12 month production. Following this there are three months of testing and sorting out bugs within the game.

Relentless were involved in the production of the BUZZ game for the Playstation 2, which has sold 10 million copies worldwide.

## Future projects for Relentless (no exact details were given)

- A Playstation home game
- Christmas 09 PS3 game
- Christmas 09 PSN game
- Easter 2010 PSN game
- Christmas 2010 PS3 game

## Possible future developments within the industry

- Nintendo Wii 2, with 3d graphics
- Other games consoles with 3D capabilities
- Microsoft Xbox 720

## Career options in the videogame industry

The two main ways to get into the industry are to join a publisher or a developer. Publishers include Sony, Microsoft and Sega. Developers include the likes of Relentless include Eurocom, Juju and Rebellion.

## **Pros and cons for each:**

### **Publishers**

- Better exposure to industry and the whole process - working with marketing and sales departments etc.
- Big franchises so not as easily to get noticed.
- Check out where the worldwide headquarters is as this may be where you need to work at some point.

### **Developers**

- Less specialisation.
- More chance to shine as it is a smaller organisation.
- Less job security – probably 60/40 split between the publisher and developer.

### **Job Market**

The UK is a pioneer in this field with 6,000 people employed as a whole. Approximately 500 are based in Brighton – there are a lot of employment opportunities within a 60 mile radius of Brighton and Hove.

A valuable skill to learn is C++ for the programming side but jobs also exist for modellers and graphic artists.

### **Advantages to working in the industry**

- Enjoyable and creative
- It's forever moving and changing
- Good people get noticed
- Your work is viewed and enjoyed by millions

### **Portfolios**

Competition is fierce for modellers and graphic artists. A tip for those looking to go into these areas is, don't send all your work; pick 12 pieces of your best work that show diversity. If you are sending a DVD do not write on it in pen. Present everything properly and creatively. Your CV should be on nice paper and your spelling and grammar must be perfect. If not, the CV will go straight into the bin.

### **Interviews**

You will be asked to take part in a telephone interview followed by a full interview. Show enthusiasm and interest. Don't be arrogant and think you know everything. You must be able to work well in a team.

Masters degrees are not needed and will not give any advantage to applicants.

**Pamela Coppola (Careers Counsellor)**

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