Going Places Ltd.

JOB REFERENCE: 123-SJS10041

JOB TITLE: TRAINEE GAMES DEVELOPER

EMPLOYER: GOING PLACES LTD

LOCATION: SALISBURY

SALARY: £25 Rising to £50 depending on experience

WORKING HOURS: 35-40hrs during an average week

DESCRIPTION

If you love computer games and enjoy using your imagination, this could be ideal for you. Computer games developers produce games for PCs and games consoles. They also produce games for the internet and mobile phones. The work could involve making new games or updating existing titles.

DUTIES TO INCLUDE

A game can take several months or even years to produce. There are many stages before a game is released, from creating ideas and characters to programming and testing. There are various tasks involved at each stage, so your role could be, for example:

- designer – deciding what a game looks like and how it plays. You would either come up with your own original ideas or work from an existing concept (idea)
- artist – creating the game's visual characters, objects and scenery, and producing concept art and drawings (storyboards) at the planning stage
- animator – bringing the characters, objects and scenery to life with computer modelling and animation software during the production stage
- programmer – creating the code to make the game work. You could specialise in developing graphics, artificial intelligence (AI), or gameplay software.

SKILLS REQUIRED

- excellent computer skills
- a wide knowledge and understanding of computer games
- creativity and imagination
- a logical approach to problem-solving
- good teamwork and communication skills
- flexibility and adaptability
- the ability to work under pressure and meet deadlines
- willingness to keep up with industry developments and learn new skills

PERSONAL QUALITIES

- Fast learner, with the ability to master new skills quickly
- Patience and the ability to remain calm at all times
- Able to demonstrate good attention detail
- Appropriate level of maturity and personal confidence
- Self-motivated with a willingness to learn
- Resilience – to be able to remain calm and confident and act logically in difficult situations
- A sense of responsibility

QUALIFICATIONS REQUIRED

4 GCSEs Grade 9 – 4, are usually required for entry to the above courses, plus some evidence of artistic ability. Most games developers have a foundation degree, HND or degree qualification, especially staff such as programmers, designers and artists. However, employers will be interested in your skills, experience and software knowledge as well as your formal qualifications.

Courses that can lead into games development include:

- computer science or software engineering
- animation, graphic design, fine art or illustration
- interactive media
- maths or physics
- multimedia and computer games design.

Please send your CV, Application Form and a covering letter to:

Mrs Chloe Newton
Going Places Ltd
37 Guild Street
London
EC3R 9EH

Quoting Job Reference.