Game Industry Paths

Fall 2018
Housekeeping

Reminder: Please say your name to start if you’re contributing in class

For new students to class

• Course website: https://courses.soe.ucsc.edu/courses/cmpm179/Fall18/01

• Joel Dreskin (instructor) info
  – Email: jdreskin@ucsc.edu
  – Office Hours: E2-389, Mondays 3 pm to 4 pm

• Melanie Dickinson (TA) info
  – Email: mldickin@ucsc.edu
  – TA Office Hours: E2 393, Fridays 1:15 pm to 2:15 pm

• Info about course book on site, reading from last week: chapters 1, 2 and 4 through 9

• No penalties for missed quizzes for late additions to class
Assignments

• Grades for Assignment 1 should get posted later this week

• Assignment 2 due next Monday Oct 29, midnight
  – Questions so far?
  – Formatting note – please don’t split headlines and supporting text across different pages
FIRST ON DISCORD

Minion Masters

Dive into 1v1 or bring a friend to 2v2 – battle in this dangerously addictive fast-paced hybrid of deckbuilder, MOBA, and tower-defense!

Free to play Learn More

Featured Nitro Games

Bad North

Bad North is a charming but brutal real-time tactics roguelike. Defend your stylish island kingdom against a horde of Viking invaders, as you lead the desperate exodus of your people.

$14.99

Subnautica

Craft, explore, and outsmart deadly creatures in an exciting and immersive underwater adventure while uncovering the mysteries of the planet itself.

$24.99

Why is Discord building a store?
Read our blog post (1)
This weekend
San Jose Convention Center

Nov 11
San Francisco

Extra credit opportunity
Talk to at least three people there – exhibitors, industry people or attendees – course relevant info
Present to class (~5 minutes), no slides required – tie it to info from class
Email me before class if you’d like to do this
Getting Experience

Regardless of the route you choose, prior experience can help tremendously

- Internships
- Your own projects / student projects
- Add-on building, mods, fan sites
- Blog
- YouTube/Streaming Channel
- Portfolio sites (artists) – e.g. your own (SquareSpace, WordPress, other), DeviantArt
Position at Company: The Basics

Have ideas about where you want to start / focus

• This can change over time – that’s really ok

• Prepare your materials
  – Resume
  – LinkedIn page
  – Portfolio
  – Samples
  – Business cards

This is your pitch – very much like pitches we covered earlier in class
Research / Networking / Contact Building

Think about companies or kinds of companies you might be interested in – the more, the better

• Research online – Googling, Gamasutra, Glassdoor

• Look at postings boards

• Affiliated businesses
  – Journalism, marketing organizations (advertising, PR, webdev), test, localization, research, audio, events, webdev, video production
Networking

- Industry events – GDC, PAX, IndieCade, GameJams, Day of the Devs, others
- MeetUps (meetup.com)
- Alumni Networks
- Social Media
  - *LinkedIn* searches – recruiters, alumni
  - Postings
  - Groups – including Alumni groups
  - Twitter, Facebook groups (maybe/maybe not)
- Mission objectives
  - Coffee/informational meeting
  - At least one name/referral/lead
Entry Level

- QA
- Customer support
- Admin
- Tech (e.g. art tech)
- Possibly others too … webdev, marketing

Don’t need to wait on job postings – be assertive and send your info. And follow up (without overdoing it)
Majus (Fietzek) Winter
“I wonder what will happen in Tales of Monkey Island”
https://youtu.be/80zxVuxAVL8
“The Intern”
http://kotaku.com/5903606/fake-adventure-game-lands-fan-a-double-fine-internship
http://rickrocket.de/df/
Studio Fizbin
http://www.studio-fizbin.de/
Your quest for the ideal career begins, logically enough, at the Ideal Career Center. Upon entering, you see a helpful looking woman sitting behind desk. She smiles and says, "May I help you?"

>SAY YES I NEED A JOB

"Ah," she replies, "and where would you like to work, Los Angeles, Silicon Valley, or San Rafael?"

>SAY SAN RAFAEL

"Good choice," she says, "here are some jobs you might be interested in," and gives you three brochures.

>EXAMINE BROCHURES

The titles of the three brochures are as follows: "HAL Computers: We've Got a Number For You," "Yoyodyne Defense Technologies: Help Us Reach Our Destructive Potential," and "Lucasfilm, Ltd: Games, Games, Games!"

>OPEN LUCASFILM BROCHURE

The brochure says that Lucasfilm is looking for an imaginative, good-natured team player who has excellent communication skills, programming experience, and loves games. Under that description, oddly enough, is a picture of you.

>SEND RESUME

You get the job! Congratulations! You start right away!

>G0 TO WORK

You drive the short commute to the Lucasfilm building and find it full of friendly people who show you the way to your desk.

>EXAMINE DESK

Your desk has on it a powerful computer, a telephone, some personal nicknacks, and some work to do.

>EXAMINE WORK

It is challenging and personally fulfilling to perform.

>DO WORK

As you become personally fulfilled, your score reaches 100, and this quest comes to an end. The adventure, however, is just beginning and so are your days at Lucasfilm.

THE END
## More Stories

<table>
<thead>
<tr>
<th>Early Experiences</th>
<th>Later Positions</th>
<th></th>
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<tbody>
<tr>
<td>QA</td>
<td>Co-founder, Choice Provisions</td>
<td>Alex Neuse</td>
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<tr>
<td></td>
<td>Producer, LucasArts</td>
<td>Dan Connors</td>
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<tr>
<td></td>
<td>Co-founder, Telltale Games</td>
<td></td>
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<tr>
<td>Producer, Double Fine</td>
<td></td>
<td>Andy Alamano</td>
</tr>
<tr>
<td>Producer, Telltale</td>
<td></td>
<td>Brett Tosti</td>
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<tr>
<td>Customer Service</td>
<td>Director, Digital Operations, Sony</td>
<td>Paul Purdy</td>
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<tr>
<td>Fan sites</td>
<td>Community Coordinator</td>
<td>Jake Rodkin</td>
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<td></td>
<td>Graphic Designer</td>
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<td></td>
<td>Game Designer</td>
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<tr>
<td></td>
<td>Co-Founder, Campo Santo</td>
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<tr>
<td>Fan sites</td>
<td>Community Manager, Double Fine, Media Molecule</td>
<td>James Spafford</td>
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<tr>
<td>Journalism</td>
<td>Indie site editorial, PocketGamer, KillScreen, now IGN associate editor</td>
<td>Chloi Rad</td>
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<td></td>
<td>IGN, then EA Montreal (Star Wars)</td>
<td>Mitch Dyer</td>
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<td></td>
<td>Adventure Gamers, Telltale Games, Independent PR</td>
<td>Emily Morganti</td>
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</tbody>
</table>
More Resources

Portfolio recommendations, networking, and more

Some summary points: **POLISH!** diligence, creativity, resourcefulness; research/do your homework

http://www.ign.com/articles/2014/03/25/gdc-heres-how-you-can-get-a-job-in-the-video-game-industry
http://www.gamesindustry.biz/articles/2014-02-19-five-tips-for-breaking-into-the-industry
http://www.develop-online.net/opinions/5-ways-to-help-you-get-a-job-in-the-games-industry/0206806
http://www.bbc.co.uk/newsbeat/article/34360540/this-is-how-you-can-get-a-job-in-gaming
http://www.gameindustrycareerguide.com/how-to-break-into-video-game-industry/
http://www.gamecareerguide.com/getting_started/
http://www.gdcvault.com/
Alternate Route

• Indie project(s)

• Freelance / contract work

• Possibly non-industry related while pursuing industry path (e.g. website/video work, retail … possibly games/tech retail)
Freelance / Contract

• Upwork
• The Creative Group
• Filter
• Freelancer.com
• Possibly forums, Facebook groups
Mods / Game Add Ons

Via Patreon VIP system
$2 per month for released mods
$10 per month for in development mods
~3,300 backers

Via Patreon, access not restricted
$1,288 per month
296 backers

Contact custom mod work (e.g. wedding proposal, TotalBiscuit mod)
$10K from Blizzard contest
(otherwise, not big success story)

https://www.pcgamer.com/the-precarious-business-of-living-off-modding/
https://www.rockpapershotgun.com/2015/01/30/steam-workshop-57-million-dollars/
# Games that Started as Mods

<table>
<thead>
<tr>
<th>Game</th>
<th>Derived from</th>
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<tbody>
<tr>
<td>Counter Strike Global Offensive</td>
<td>Half Life</td>
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<tr>
<td>Day Z</td>
<td>Arma 2</td>
</tr>
<tr>
<td>PlayerUnknown Battlegrounds</td>
<td>Arma 3</td>
</tr>
<tr>
<td>DOTA</td>
<td>Warcraft III</td>
</tr>
<tr>
<td>Garry’s Mod</td>
<td>Half Life 2</td>
</tr>
<tr>
<td>Killing Floor</td>
<td>Unreal Tournament</td>
</tr>
<tr>
<td>Team Fortress (original)</td>
<td>Quake</td>
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How To Be A Freelance Game Developer

http://gamedevelopertips.com/freelance-game-developer/
Wrap Up

No quiz or additional reading for this week