Tips to get your first job in the Game Industry

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Introduction:
– A little history about us
– A little history about 38 Studios

Part 1: A Recruiter’s perspective

Part 2: A Game Developer’s perspective
Introduction – Our background

• Joe Mirabello
  – Art School
  – Interned in gvt contract
  – Art Forums
  – Iron Lore
  – 38 Studios!

• Aurelia Laff
  – HR master’s degree
  – Interned in a mobile entertainment company
  – EA Montreal
  – 38 Studios!

Intro: 38 Studios

• Founded by three leading entertainment visionaries
  – Curt Schilling
  – R. A. Salvatore
  – Todd McFarlane

• Collection of top-tier game development talent
  – Deep MMOG experience
  – Proven IP development expertise
  – Demonstrated ability to deliver games on time and on budget

• Company culture built around shared commitment to excellence
38 Studio’s history

Past titles 38 Studios Core Team has worked on

<table>
<thead>
<tr>
<th>MMO Experience</th>
<th>Number of Staff members</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ever quest II</td>
<td>7</td>
</tr>
<tr>
<td>Dungeons and Dragons Online</td>
<td>7</td>
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<tr>
<td>Lord of the Rings Online: Shadows of Angmar</td>
<td>6</td>
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<tr>
<td>Vanguard</td>
<td>5</td>
</tr>
<tr>
<td>Star Wars Galaxies</td>
<td>4</td>
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<tr>
<td>Asheron’s Call 1 and 2</td>
<td>3</td>
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</tbody>
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**Non-MMO:** Quake, Counter-Strike, Pokemon, Half-life, Gauntlet, Medal of Honor, James Bond, Tiger Woods Golf, NBA, Matrix, Battlefield, and Civilization franchises.

Part 1. A Recruiter’s perspective

- **Tip # 1:** Start thinking about your career now
- **Tip # 2:** Make yourself stand out
  - All recent grads look the same on paper!
  - You have no experience, just potential – show us you have that.
  - Make yourself visible (blogs, linked in, plaxopulse, forums, mods)
- **Tip # 3:** Tailor your application
  - Good vs. bad resume (ex): [http://theschoon.com/resume](http://theschoon.com/resume)
  - Good vs. bad cover letter (ex) see next slide
  - Demo/ portfolio
- **Tip # 4:** Don't be cocky during the interview process
  - Cf. Smart and get things done.
- **Tip #5:** Complete your degree before you apply to a permanent job.
Part 1. A Recruiter’s perspective (cont’d)

Hello,

My name is *** and I am very interested in Video Game Design. My goal is to take a step into the industry and form a career out of it.

Video games have been a part of my life for over 10 years now and I feel it is a passion that will lead to the motivation to create something amazing. My history is filled with a large array of video games from all genres, most notably that of the MMO genre. I have played both Dark Age of Camelot and World of Warcraft very extensively. Currently, I am beta testing Warhammer: Age of Reckoning and playing World of Warcraft when I find am able to find time. Over the years I have developed the ability to know what makes a game work and, more importantly, what does not.

This with my college experience in Computer Science at the ********** offers an endless amount of potential for growth both as a person and an employee. I took part in many projects during my college career. Two notable projects where I gained crucial experiences were “***” and “***”. The “***” project goal was to design a video game. As a group, we used several different technologies throughout this process. These included the PythonOgre graphics engine, the ODE physics engine, the OpenGL audio engine, and Blender modeling software. The “***” project required me to work with a Music Education student for the requirements definition and then applying this information to develop an application that allows you to write your own music. Java and Netbeans were the primary software tools used for this project.

You will find that my resume further outlines my experiences and qualifications. I would appreciate the opportunity to speak with you to learn more about your Video Game Design opportunities. Thank you for your consideration and I look forward to speaking with you.

Sincerely,

******

Part 2. A Game Developer’s perspective

Tip # 1: You don’t need to be in a game studio to learn
- Mods; Custom levels; Forums; Walk through

Tip # 2: The game industry is a small world
- Reputation is important
- Be courteous
- The importance of networking

Tip # 3: No one works in a bubble

Tip # 4: Everyone is dependant on tech.
- Tech → Art → Design
- Tech → Design

Tip # 5: Keep playing games 😊
- Think critically
- Play the games of the company you’re interested in
- Keep yourself inspired
The end! ...Q&A