



# Senior Game Producer – Global Developer

**SALARY RANGE (2017):** \$60,000–\$81,000

I know how to bring functional substance to artistic concepts. I work with designers, artists, writers and musicians to turn ideas into code and create a game that will entertain players. I will often be directly involved in the design process, as my grasp of software and programming give me perspective on what’s feasible and what isn’t. At the end of the day, it’s up to my computing and design skills to design and construct the skeletal mechanics of a game for others to build. I am a senior game producer.

**The Tip:** Sometimes, your school major may not differentiate you academically, but your minor can. Pick your minors with a clear intention of signaling interest and expertise. Some minors may sound like an odd combination with your major, but could lead to a great career.

## PRIORITY KNOWLEDGE AND SKILLS:

<b>Technical Knowledge &amp; Skills</b> <ul style="list-style-type: none"> <li>• Computer programming &amp; knowledge of programming languages</li> <li>• Coding</li> <li>• Knowledge of audio &amp; video equipment</li> <li>• Embedded devices programming</li> <li>• 3D graphics programming</li> <li>• Modeling &amp; animation</li> <li>• Systems programming</li> <li>• Web programming</li> </ul>	<b>Languages &amp; Environments</b> <ul style="list-style-type: none"> <li>• Apple OS, Microsoft OS, Android OS</li> <li>• HTML5, CSS3, JavaScript, SQL</li> <li>• C++, Java, Flash, Objective-C</li> <li>• Blender, Unreal Engine, Unity</li> </ul> <b>Other</b> <ul style="list-style-type: none"> <li>• Creativity &amp; imagination</li> <li>• Problem solving &amp; critical thinking</li> <li>• Written &amp; verbal communication</li> <li>• Minor in fine arts discipline</li> </ul>
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## BUILDING BLOCK EXPERIENCES

<b>Education &amp; Learning:</b> <ul style="list-style-type: none"> <li>• Bachelor of Computer Information Systems with a minor in creative writing</li> <li>• Diploma in New Media Production and Design from local polytechnic</li> <li>• Completed Game Design: Art and Concepts Specialization from California Institute of the Arts <a href="#">Coursera</a></li> </ul>	<p>I always dreamed of being a game producer, but so do many other people. I followed my passion for programming and storytelling, graphic novels and gaming into a degree that blended technical and storytelling skills. Leveraging education and learning is critical to stay one step ahead of my competition.</p>
<b>Employment Experiences:</b> <ul style="list-style-type: none"> <li>• Did an internship at local game development start-up? This company offered me a position upon graduation.</li> <li>• First position was as game design project coordinator for local start-up. Worked on OS and Android games.</li> <li>• Was given developer lead and launched first game three years after graduation</li> <li>• Recruited by large gaming company to be</li> </ul>	<p>My big break happened by deciding to do an internship one summer. This single decision defined my career. It showed me what I love to do and what I am good at. Working in a start-up, I realized that to become a game developer, I needed to own the world I designed and all the characters in it. It was all up to me. When I went to a larger company, I had the advantage of having “owned” a title already; this set me apart.</p>

senior producer for an established series	
<p><b>Community Experiences:</b></p> <ul style="list-style-type: none"> <li>• Joined gamer club in my community when I was 16. This helped me build my network and identify local mentors. When I am back in my hometown I host an annual gamer hackathon through this club to mentor up-and-coming game designers.</li> <li>• Was on executive of my university gaming developers (GameDev) club. Very active in gaming community and engage in hackathons.</li> </ul>	<p>Volunteering not only allows me to contribute my skills to my community, it broadens my network and relationships. The diversity of these relationships forces me out of my comfort zone.</p>
<p><b>Contextual Experiences:</b></p> <ul style="list-style-type: none"> <li>• I took two years off prior to going to school. I thought I could make it on my own as a game producer with no formal education.</li> </ul>	<p>There is a lot of debate about the value of formal education in computing. Heck, Steve Jobs, Bill Gates and Mark Zuckerberg never completed postsecondary. They are the exception, not the norm.</p>
<p><b>Relationships:</b></p> <ul style="list-style-type: none"> <li>• I have had two important mentors in my life. One was the principal of my first start-up. He is very technical and a star programmer. The second is a graphic artist and author.</li> </ul>	<p>Invest in your relationships with the purpose of getting outside of your comfort zone. It's easy to build a network of people "just like me"... it's much harder to build a network of people who challenge your norms. This challenge will make you a better person.</p>