

Job Of The Week

3rd October

COMPUTER GAMES DEVELOPER



Salary

The salary of a **Computer Games Developer** can range from **£25,000 to £70,000**

Typical Hours

30 - 40 hours a week. You could work evenings and weekends



Entry Requirements

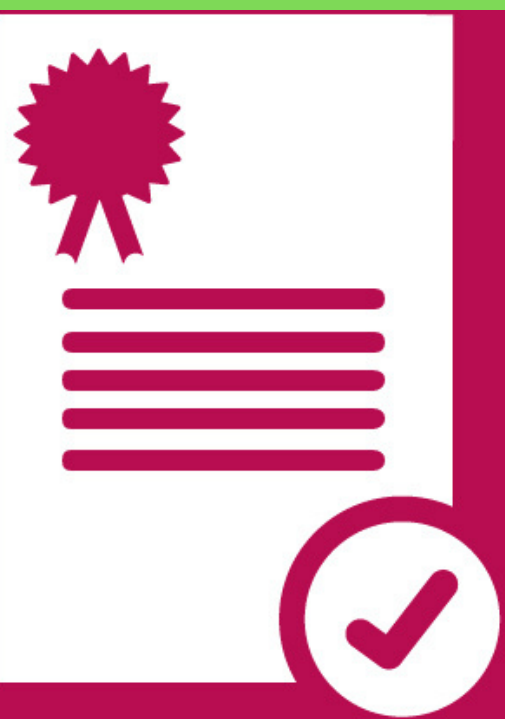
You'll usually need:

- at least 1 A level, or equivalent, for a foundation degree
- 2 to 3 A levels, or equivalent, for a degree

Foundation degrees can include, Computer games technology, computer games development, computer science, interactive media and mathematics

You may need:

- 4 or 5 GCSEs at grades 9 to 4 (A* to C), or equivalent, including English, maths and computing
- 4 or 5 GCSEs at grades 9 to 4 (A* to C), or equivalent, including English and maths for a T level
- 1 or 2 A levels, or equivalent, for a higher national certificate or higher national diploma



What You'll do

In your day-to-day tasks you could:

- work in a team with designers and artists
- decide what a game will look like and how it can be played
- develop your own ideas or work from an existing idea
- create concept art, drawings or storyboards at the planning stage
- create code to programme the game
- test and debug code
- use computer modelling and animation software to make characters and scenes
- add sound effects



Career Path & Progression

With experience you could become a senior developer, producer or technical director.

You could increase your income a lot if you develop a successful game on your own.



For more information

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