



WEB RESOURCES FOR GAME DEVELOPERS

National Job Search Resources:

[Hoover's Online](#)

[Career Shift](#)

[Nation Job](#)

[Career Builder](#)

[Juju](#)

[Career One Stop](#)

[GoinGlobal](#)

[Simply Hired](#)

[Monster](#)

[Career Jet](#)

[Bureau of Labor Statistics](#)

[Riley Guide](#)

[Indeed](#)

[Snag A Job](#)

[USA Jobs](#)

Vermont Job Search Resources:

Vermont Job Link: Largest array of job opportunities across the state of Vermont.

Jobs in Vermont: Connecting Vermont job seekers and employers.

Seven Days: Local newspaper with a great online job board.

Craigslist: Part-time and freelance opportunities.

Burlington Free Press: Local newspaper with job listings.

Game Developer Resources:

Blue's News: Website featuring stories, forums, and reviews from the game industry.

Computer Graphics World: Subscribe to their e-newsletter and get updates on the newest graphic technologies.

Creativeheads.net: Job search engine for the game industry.

Develop: Website and magazine featuring the latest news from the game industry.

Escapist Magazine: Magazine that reports on what's new in games.

Game Developer (formerly Gamasutra): Website with information about the art and business of making games.

GameDev.net: Resource for game job postings, forums, and networking.

Game Developer Magazine: Leading game developer magazine; part of the CMP Game Group.

Game Rankings: Video game reviews, release dates, cheat codes, and more.

Metacritic.com: Movie and TV show reviews, game reviews, etc.



Moby Games: Video game information, credits, reviews, and more for 168 video game platforms.

Scrum: Information about this iterative, incremental process for developing any project.

Game Slice: Join Geoff Keighley behind the scenes of the videogame industry.

PC World/GamePro: Information to help you navigate the PC ecosystem.

Sports Gaming Network: Review the most recent sports games and join forums.

Indie Games: Guide to the independent game movement and the best indie video games.

GameDevMap: Map of the world that lists game companies by city.

Game Job Hunter: Job listings for the game industry.

Game Jobs: Resource for game job listings.

Game Recruiter: Recruiting site for the game industry.

Game Conferences:

Boston Gameloop: User-generated conference on game development.

East Coast Game Conference (ECGC): Largest game conference on the East Coast.

E3: Trade show for the industry, entirely expo based.

NY Games Conference: Opportunity for industry professionals to network and talk about the future of games.

PAX Prime: A three-day game festival for tabletop, videogame, and PC gamers in Seattle, WA.

Game Developers Conference: Annual game conference and networking opportunity in California.

Professional Associations:

International Game Developers Association (IGDA): Professional society committed to advancing the careers and enhancing the lives of game developers.

The Industrial Designers Society of America (IDSA): Voice of the industrial design profession, advancing the quality and positive impact of design.



The Software & Information Industry Association (SIIA): Trade association for the software and digital content industry.

American Institute of Graphic Artists (AIGA): Stimulates thinking about design, demonstrates its value, and empowers the success of designers at each stage of their careers.

The Entertainment Consumers Association (ECA): Organization representing consumers of interactive entertainment.

Screen Actors Guild-American Federation of Television & Radio Artists (SAG-AFTRA): National labor union representing professionals in entertainment and news media.

INDUSTRY ADVICE

During a Job Search:

- Avoid taking paper resumes to conferences because the company will just have to scan them in.
- Networking with alumni and recruiters is the best way to find work.
- Lots of new grads get hired from their senior shows.
- Resumes that have a misspelling are thrown out.
- It costs thousands of dollars to have team members be away from work to review resumes; they will be critical if resumes aren't top-notch.
- Don't send "executables." Have your own website that runs on FireFox because employers won't download apps to view your portfolio.
- "To get into the games industry, QA is the ticket in. It's the road for everyone, even producers and engineers. Vicarious Visions hires temporary summer game testers and if they are very good, they will notice and potentially call you when other positions become available. It's okay in the QA interview to admit that your career goal is to be a game producer, designer, etc. They know that. However, you must be very focused and great at documenting to be a good QA person, get noticed, and be invited back."
- Play and make games outside of school assignments; attend game jams; write applications.
- Programmers: have your own website. Even the managers work on code, systems, etc.
- "To get hired, it's who you know and plain luck. To keep your job and get promoted, it's your talent and work ethic."

During an Interview:

- "You will be asked to demonstrate your written and verbal communication in each interview, even QA. You may be asked to describe how you retrieve money from your ATM account, how to make a peanut butter sandwich, or how to order pizza. They'll give you brainteasers as well."
- Focus on the demo reel and show the big picture of your work.
- Answer all interview questions exactly as they are asked. Don't try to be clever.



- Demonstrate that you are a great communicator, can use critical thinking skills, and know some human psychology.
- Demonstrate your passion for games. Successful game-makers are making games outside of work, just like musicians still play in a band.

After You're Hired:

- Once hired, it's not likely that you'll be able to work on the genre that you love. You have to be flexible and willing to work on other genres.
- Attitude is almost everything. You may be a cog in the wheel, but be a shiny cog in order to get noticed and promoted. If you can't do the grunt work well and with a good attitude, they won't give you more.
- Take accountability and ownership for the good of the team and company, even if it doesn't seem like your immediate problem. It's your problem. You have a lot to learn—be aware of that and open to continual learning. Be humble but motivated.
- Don't come in with an attitude of entitlement or expect more because you have a degree. Ask for help but ask what more you can do. Look for opportunities to go beyond the task and what is expected.