BU Bournemouth University

Careers in Games

BSc (Hons) Games Design ●
BSc (Hons) Games Programming ●

Careers in Games

Production Management

Data input/Output Technician ●
Tasked with organising computer files and managing its storage throughout a VFX production.

Community Manager ●
Attending events, constructing newsworthy articles and handling digital social content - Community Managers look after a developing game community.

Production Co-ordinator ●
Supports the Production Manager and all the production departments, coordinating various elements to ensure the process runs smoothly.

Production Manager ●
Overseas the entire production, running the day-to-day management of the team, processes and procedures.

Publisher ●
Publishers provide funding to game developers, confirming contracts with the game development companies to ensure the full brief is met - this role works closely with the Producer.

Producer ●
Producers have overall responsibility, managing the Director, the project schedule and all the other departments. They push the creative boundaries and ensure the quality of a project.

Pre-Production

Modeller ●
Using artistic skills they produce models, either computer-generated or using materials, for example plasticine to build figurines ready to be animated.

Concept Artist ●
Sketches the first illustrations for a production to conceptualise the look, providing a reference point for use throughout the pipeline.

Character Designer ●
Configures the style of every character in a project, referring to the narrative and creative annotations from the Director.

Art Director ●
Decides how the key elements of each scene will look including the characters, props, and digital scenery.

Head of Story ●
Brings together all the elements from pre-production to provide a visual representation of the narrative.

Computer-generated (CG) department

Environment Artists ●
Builds the computer-generated places for the actors to act within, this could be anything from galaxies to terrains.

Layout Artists ●
Working in collaboration with other VFX artists their work establishes the conditions of the cameras and style of the animated run of scenes.

Modelling Artist ●
Working with software programmes they create the assets in a production from characters and vehicles to furniture and trees. They may specialise in 3D or 2D assets.

Animator ●
There are different types of animators who make a believable world through the blend of realism and artistry.

Lighting Artist ●
Brings a computer-generated (CG) scene to life through the adjustment of factors such as lighting and colour to build realistic atmospheres.

Texture Artist ●
Tasked with making surfaces (anything from window reflections to animal scales) look realistic.

Computer Graphics Supervisor ●
Deciding the order of what needs to be done, they design the VFX pipeline supervising all CG imagery that the artists make.

Technical

Assistant Technical Director ●
They design solutions and use coding skills to help identify and fix problems ensuring everyone in the pipeline has the tools they need.

Software Developer ●
Software Developers design and adapt technical systems to complete a VFX project.

Creature Technical Director ●
They develop and programme digital tools enabling artists to create believable features on their creatures.

Effects Technical Director ●
Create effects for VFX Artists to use in their sequences by writing programming language - everything from fires to waterfalls.

Graphics Programmer ●
This is a technical job working closely with the art team to ensure graphics are detailed without impacting on the playability.

Technical Artist ●
Support the art team with solving technical problems with the development of tools, ensuring the efficiency of the artwork of the game in play.

Pipeline Technical Director ●
Has a wealth of knowledge regarding the VFX production pipeline, ensuring the seamlessness of an operation - diagnosing problems and establishing resolutions.

VFX Artist ●
Using digital art software alongside skills in art, maths, and physics to create realistic effects.

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Compositing

Junior Artist
This role could be in either pre- or post-production, they could be a Junior Layout Artist, Junior Lighting Artist or Junior Modeller.

Junior Compositor
Takes on tasks to support the Compositor, helping also with rendering and the quality of images.

Prep Artist
Working closely with the compositing team Prep Artists use various paint techniques to prepare 'plates' to be layered on by Compositors.

Junior Animator
Working in 2D or 3D a Junior Animator will help create animations by completing various tasks.

Layout Artists
Working in collaboration with VFX Supervisors they establish depth and perspective - in 2D this can be drawing backdrops and in a 3D space they would use digital software.

Rigger
Create digital skeletons, defining the range of mobility, animators will use these as the basis for the character movement.

Animation Technical Director
Helping Animators do the best job possible they programme digital tools to help artists.

Audio

Sound Designer
Creating all the sounds from scratch. A Sound Designer will be highly imaginative and innovative to recreate the natural sounds of a scene creating emotion for the players.

Audio Programmer
Often with a background in audio engineering, an audio programmer makes it possible for effects such as car engines, footsteps, and dialogue to be generated through a player's actions creating an excellent gameplay experience.

Design

UX Designer
They are responsible for making the game enjoyable and easy for players planning what the game communicates back based on their play actions.

UI Designer
They design the screens through which a player moves, creating visual elements and player interactivity as well as the Heads Up Display (HUD).

Level Designer
Using systems and mechanics composed by gameplay designers they create the problems players solve in each 'level'.

Gameplay Designer
Responsible for bringing ideas, constructing prototypes, creating interactive narration and developing the game's mechanics they are liable for how the game evolves and plays.

Lead Designer
Responsible for driving a game's vision from concept to functionality, they lead a team of designers to construct game characters, story, interfaces and rules.

Programming

Generalist Programmer
Working with QA testers they identify and repair weaknesses in the system finding efficient ways to code a game.

Artificial Intelligence Programmer
The non-playable characters (NPCs) need to convey realism, AI programmers write the code that determines how characters act.

Engine Programmer
Creates functionality, rewrites systems, and fixes technical glitches, they develop the game engine.

Gameplay Programmer
They develop and write the software & code to bring a game to life, conducting the rules that command gameplay.

Network Programmer
An intricate and complex role allowing for online multiplayer functions. Network programmers have exceptional knowledge of programming, network protocols and server engines.

Physics Programmer
Writing the code based on the laws of physics to make realistic events, it's a fine balance between physics, programming, and gameplay.

Tools Engineer
They provide and maintain the best software programmes to make games design, art and programming easier.

VR/AR Programmer
Research and development are key in this role to write code creating immersive, virtual and augmented worlds.

Quality Assurance

QA Tester
QA Testers assess specific aspects of a game writing detailed reports of each bug found and then re-test once the development team has resolved the issues.

Build Engineer
Responsible for testing code and ensuring the continuous stability of a game they have in-depth knowledge of build systems.