

TRANSCRIPT

So you want to work in the video gaming industry

What did you study and how did you progress into your role?

MARTIN AKEHURST:

I studied computer game design at the University of East London. It was a joint degree with creative writing.

At the time I was interested in both those things. I initially went to the university to study sociology and philosophy, and it wasn't really what I wanted to do. An element of me was like pick something you really want to do. I enjoyed playing games and I was interested in how they made.

I didn't know much about it before I joined.

When I did, I found the course was really helpful as an introduction to a lot of elements in game design.

After leaving, graduating, I went on to be a QA tester at TT Games. I had a number of different roles in QA, but within those roles I was being given more responsibility in design, helping out fix bugs, helping out with game mechanics, designing game mechanics, implementing things. Over the years I developed into a more full-on game designer, progressing into a lead and senior, which ended up where I am today.