

TRANSCRIPT

So you want to work in the video gaming industry

What is the highlight of your job/biggest achievement?

MARTIN AKEHURST:

One of the, well, the highlights of the job is always when you get a game finished. There is a big element of when you're midway through development, the fear of, "Are you going to get this done?" And it never feels done until right near the end. There's always this like, "Oh, there's so much to do, there's so much to do." So like, this achievement of actually getting it done and being out. And then there's, you kind of forget about it for a while because you're almost shell-shocked from the process. Because it takes so long to make games, it can be years.

Like one of the longest I've worked on was five years. And that was like, when that came out, that was shell-shocked. I had that feeling of just like, "Oh, it's out now, it's done."

But then when it's out in the wild and talking to people about it, or people bring it up that without knowing that I've worked on it. And it's this nice feeling of like, "Oh yeah, I did that." And then enjoying it as well. Of course.

There's been a few games working on the Oddworld titles, was a really big deal. Felt like a big achievement. And some of my earlier design roles and what I was involved with heavily is more of a senior and lead kind of position.

It took a lot to get them games out like, but more so.

Yes, that's one of my biggest achievements. What you're proud of is, you're kind of proud of all of them for different reasons, no matter what I gave to the project, shall we say. And it's always nice to see it out in the wild. Like, yeah, people talking to you about it.