

TRANSCRIPT

So you want to work in the video gaming industry

What advice would you give to someone looking to work in your industry? What skills are required?

MARTIN AKEHURST:

It depends really what you want to do within the games industry, of course, but I think if you want to work in the games industry, there's nothing stopping you from making games now. Like, without-- homemade indie kind of games. There's so many resources out there, like using Unity, Unreal. Just go and make something. Game Maker's great, that's another one that I initially started out with using Game Maker, and it's just like a 2D engine, old school pixel kind of Nintendo sort of stuff.

And I think if you want to work in the industry, you need to know that you would like, know how to do it. And making it yourself, make your own things, be excited by making games. It's not just a-- you go into work and leave again, like, kind of having your own creative flair, understanding what can and cannot be done. And find out what you like about making games as well, because it's such a broad development. You might be only doing one part of a game, and understanding what that is, is really helpful when joining companies or talking to people within the industry. Like, let's say you want to be an artist, but what type of artist do you want to be within that? Do you want to be a level artist, do you want to be a 3D modeler, do you want to be a character artist? Understanding what you want to do means that you can learn and develop those skills needed to be able to join the industry, and have like-- develop a portfolio of your work to be able to show people that you're able to do the job that they're hiring you for within the industry.

Get involved with early access games. Be part of communities, like, QA people's work. Join-- there's also-- most places have a game, what do you call it, like a game design, like communities, either online or in real life. Like, where I'm based in Leeds, there's a number of them around here, you can go to meet-ups, talk to people about games, talk to them about the games that you're making, get to network, socialise. Yeah, there's a lot to it, it's not like one solid answer. But the main thing would be: make games, learn what you like, and focus on that.