

Finding a Job in the Games Industry





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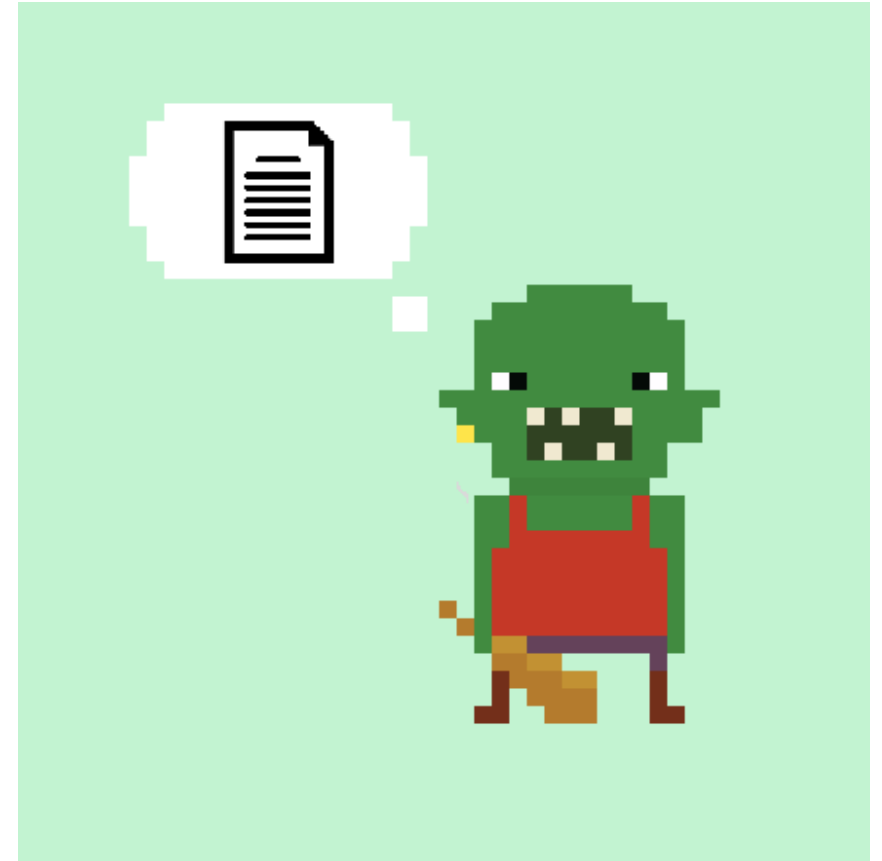
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Creating a good CV

Some hiring managers look at hundreds of CV's a week, you need to highlight your skills before they lose interest.

Mistakes people make with their CV's:

- Too many pages
- Key skills and experience difficult to find
- Spelling mistakes
- Poor layout
- Wrong contact details
- Unusual information



CV recommendations

Keep the length to 2/3 pages maximum

If your CV is longer than this you risk important information being missed. Hiring managers are unlikely to get past page two if they've got a lot of CVs to read.

Put the stuff that matters at the top of the CV

Who are you and what do you do? These are the things we are looking for immediately when looking at a CV. A short bio, your specialist skillset and your most recent work experience need to be on page one.

Run a spell check

There are no excuses for spelling mistakes anymore. Don't miss out on an opportunity because of something silly like a spelling mistake.

Check contact details are correct

It happens more often than you'd think. Check phone numbers, website URLs, and email addresses are correct.

Keep it professional, avoid humour

Save any charisma for the interview, your CV needs to show you as a professional first and foremost.

Download our CV Template

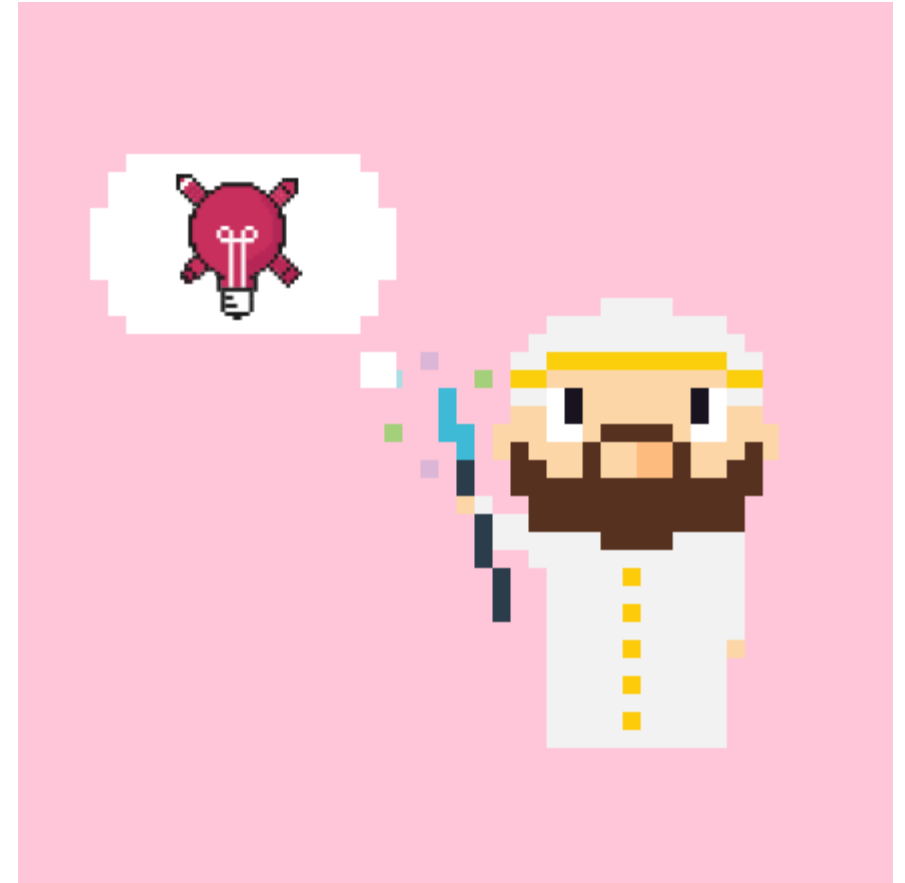
<https://opmjobs.com/wp-content/uploads/2019/01/Games-Industry-CV-Template-FINAL.docx>

Preparing a demo or portfolio

This is your chance to show off your skills and stand out against the competition.

Mistakes people make with their portfolios:

- Work not relevant to the role they're applying for
- Contains too much old work and not enough new
- Work is under NDA
- Unusual content
- File doesn't work



Portfolio/demo advice

Test your demo on several devices

The worst case scenario here is you create a magnificent demo or portfolio and the hiring manager can't see it. Check the link or file works on more than one device to make sure this doesn't happen.

Make sure your newest work is seen first

Your newest work in most cases is the work the hiring manager wants to see first. If you want to show off older work you need to make sure your portfolio is quick and easy to navigate.

Send relevant work for the studio

The games industry is varied in the products that we produce. If your demo work contains adult content, you may want to consider whether you should send it to a studio that works on family friendly games.

Send relevant work for the position

If you're applying for an Environment Artist role you need to show examples of your environment work.

Check if any of your work is under NDA

If your work is currently under a Non-Disclosure/Confidentiality Agreement, please do not send it to us. Our clients understand the sensitive nature of Games Development and will most likely try to offer an alternative (i.e. assessment or test).

Read our Portfolio Guide

opmjobs.com/demo-work-guide/

Sending an application

How you approach someone when applying for a job can make a huge difference to how they address your application. If you take the time to personalise your application and make it specific to where you're applying, you'll appear genuinely interested in working there and will put yourself ahead of those 'spamming' their CVs everywhere, hoping one will stick.

Here's a checklist to help you make your introduction as effective as possible:

- **Address the right person** – if you can find out who the recruiter is, always address them by their name.
- **Include the studio name** – this is something subtle that shows from the start that your application is specific to the studio.
- **Include an introduction** – let the person know who you are, what you do, what role you are applying for and what skills you have up against it.
- **Include a link to your portfolio** – recruiters like to see your portfolio on a website ideally, so if you have your own that's perfect. If not, sites such as Artstation, CG Society, Deviant Art etc. are fine.
- **Include a cover letter** – a cover letter is your opportunity to tell the person more specifically why you're a great match to both the job AND the studio. Culture and passion is a huge part of a studio, so naturally this is one of a recruiter's priorities. You can tell the person how much you may love the games they make, the location of the studio, etc.



Example of a good application

Hi,

My name is Joe, a 2D artist by trade, with 5+ years' experience in the gaming industry. I've also done illustrations for close to a dozen storybooks scripted by authors from around the globe.

I came across your vacancy through GamesIndustry.biz and got very excited! My love of video games stems as far back as the Sega Master System era, up to most present day video games. Attached is my Resume, Cover Letter, and below is a link to my portfolio.

[An online presentation of my 2D portfolio](#)

You can also check the range of different art-works I can cover here:

[My Art Blog](#)

[My Behance portfolio](#)

Kind regards,
Joe Bloggs

joe@blogs.com
+44 1234 5678910

Going to an interview

Interviews are a nerve-wracking prospect for most people. A lot of the problems encountered at this stage can be avoided with a little preparation.

Mistakes people make at interviews:

- Didn't research the company
- Didn't talk about their own achievements
- Forgot to ask any questions
- Turned up late to the interview



Interview preparation

Research the company, i.e. games, history, location, etc.

One of the first questions you could be asked at interview is ‘what do you know about our company?’, if you don’t have an answer the interview may well already be over. It’s important to research the company to avoid a fairly awkward interview that will probably end up a waste of time for yourself and the company.

Mention your achievements, where you think you’re strong and the things you are proud of

Nobody is perfect so there is no point pretending to be. However you will have things that you’re proud of and these need to be mentioned at the interview. You need to try and relate with your interviewers if you can, a good way of doing this is by mentioning past struggles or weaknesses that you have overcome, there is a good chance your interviewers have had similar struggles and can relate with you on them.

Prepare some questions you’d like to ask them

As part of your research you should be looking for questions you’d like to ask about the company, their games, their location, etc. Not only will you find answers you will be looking for, you will also come across as a professional with a genuine interest in the company.

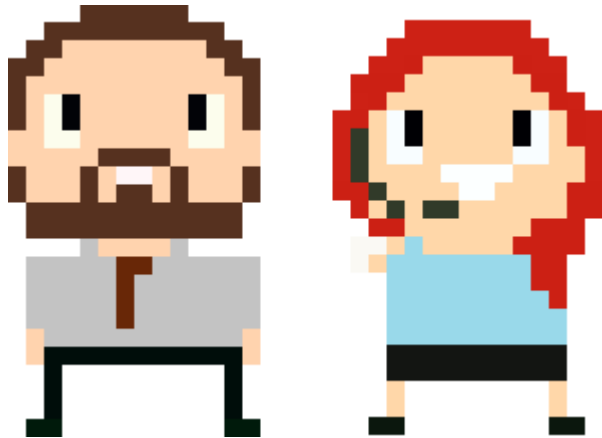
Know exactly where you’re going and leave yourself spare time when you get there

Turning up late to an interview doesn’t come across incredibly well. Plan your route and aim to arrive half an hour early. Use Google Maps to find a café or a bench nearby where you can compose yourself before heading in.

Read our 8 Interview Tips

opmjobs.com/games-industry-interview-advice/

What to do once you've been offered a job



Celebrate!

You've earned this, you have a right to scream and shout once you've put the phone down!

Arrange a start date

Find out the probation period for your current job and arrange a start date with your new employer.

Quit your old job

This isn't always easy, try to remain professional and be prepared for a counter offer.

Remember they can still retract the offer if you do something stupid!

**Best of luck in your search for
that dream job in games!**

