Follow the arrows to learn how a game is made
Community manager

As communities grow, so do the challenges of managing them. Community managers develop and execute strategies to grow and engage a community of players or fans. They ensure that the community stays on topic, stays respectful, and has fun. They focus on building a culture where people feel valued, and they help foster a sense of community amongst players. They also create content to keep the community engaged. They may work across social media or games forums.

Game designer

Game designers create the gameplay experience that players will encounter. They may work on different parts of a game, from story and characters to mechanics and levels. They also work with other departments such as art and animation to ensure everything is cohesive. They are responsible for the overall direction and feeling of the game. They often use tools such as prototyping engines to test out gameplay ideas.

Game writer

Game writers are the wordsmiths of the gaming industry. They are responsible for crafting the narrative, dialogue, and voiceovers within a game. They must ensure that the story is engaging and fits with the overall theme of the game. They may work alongside other writers and developers to ensure the story is cohesive with the gameplay experience.

Visual effects artist (VFX)

Creating a believable world within a video game requires the use of visual effects. VFX artists work on the graphics of a game, adding special effects to enhance the gameplay experience. They may work on everything from backgrounds to characters and environments.

Programming

Programmers are the backbone of any video game. They write the code that brings the game to life. They work with designers to create the gameplay mechanics, and they ensure that the game runs smoothly. They work with other teams such as artists to ensure that the game is visually appealing and that the gameplay mechanics are fun to play.