

How To Become A Game Designer 2016 - The ULTIMATE guide to breaking into the Game Industry: Become a; Game Tester, Game Artist, Game Programming, Game Developer

Joshua Brown



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How To Become A Game Designer 2016 - The ULTIMATE guide to breaking into the Game Industry: Become a; Game Tester, Game Artist, Game Programming, Game Developer Joshua Brown How to become a Game Designer. The ULTIMATE guide for joining the video games industry and getting the exact game developer job you want.

The video game industry is an exciting and expanding modern industry that is attracting many creative people from all over the world. Due to the increasing competition for job roles it can be a difficult process. This book contains insider tips and advice on what you need to know to get your dream job working inside the video games industry.

This comprehensive guide includes:

- Insider Information the ins and outs of the game industry
- Job Roles within the game industry;
- How to Apply for game developer Jobs;
- Application Process Expert CVs, Cover Letters, Interviews;
- Interview Skills Guide How to PASS the Game Developer Interview with sample questions and responses;
- CVs Learn how to tailor your CV with multiple templates and real successful examples;
- Portfolio How to build a stunning professional portfolio;
- Networking How to network effectively and gain contacts;
- Full of Insider Top Tips essential for those wanting to be a game artist, game programmer, game writer, audio artist, game tester and those wanting to get ahead of other candidates!

It also includes information on **becoming a freelance artist** and **setting up your own independent games company.**

Break into the video game industry today with this insider's guide!

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