

# Sarah York

Games Tester  
@ DeepMind

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DeepMind

# London, Kings Cross

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- AI research company
- Solving World Challenges
- Worlds Team
- Create 3D environments to train AI (agents)

# Projects & Studios

- Studied Animation & VFX
- Graduated in 2013
- 5 Years in Games



**rocksteady™**



# Games Testing

# Games Testing

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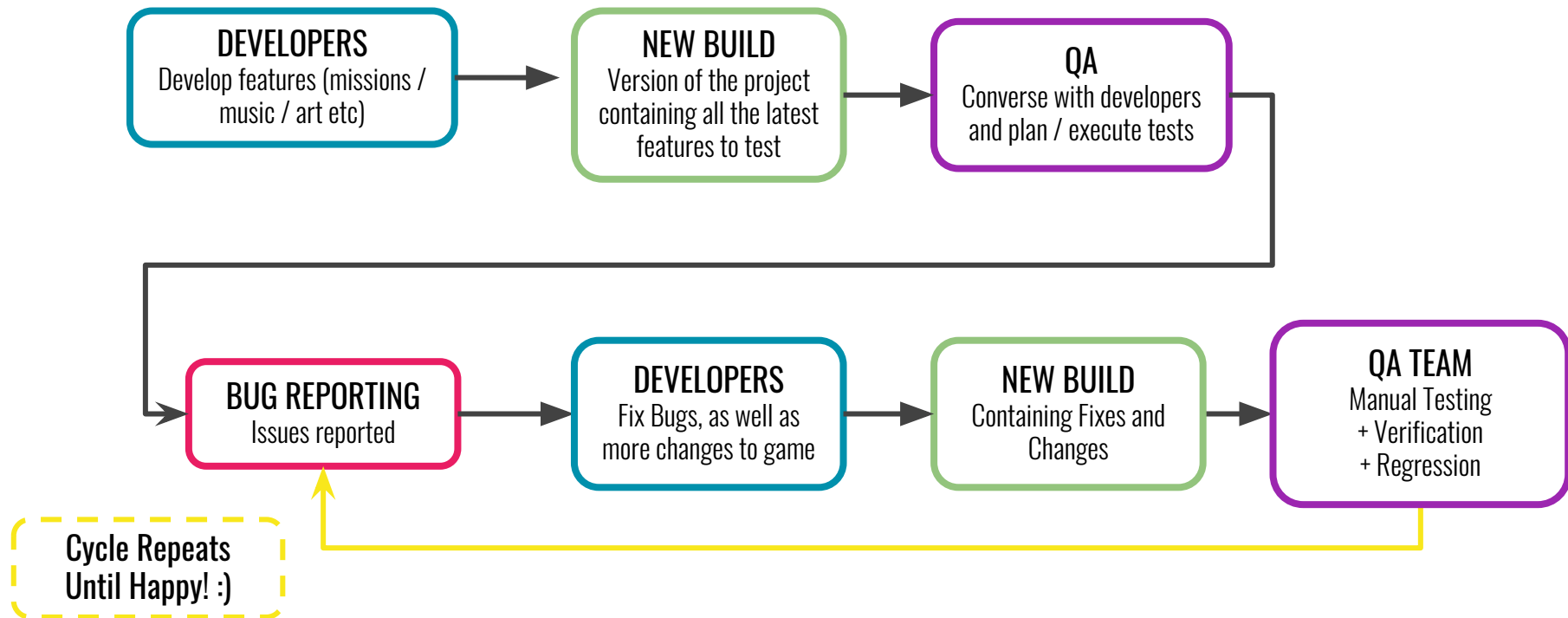
- Making sure the games aren't broken
- Find Issues + Report "Bugs"
- Check game again once fixed
- Repeat





# Games Testing

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**From Uni to Now**

**We Are Here**



**Final Year  
2013**



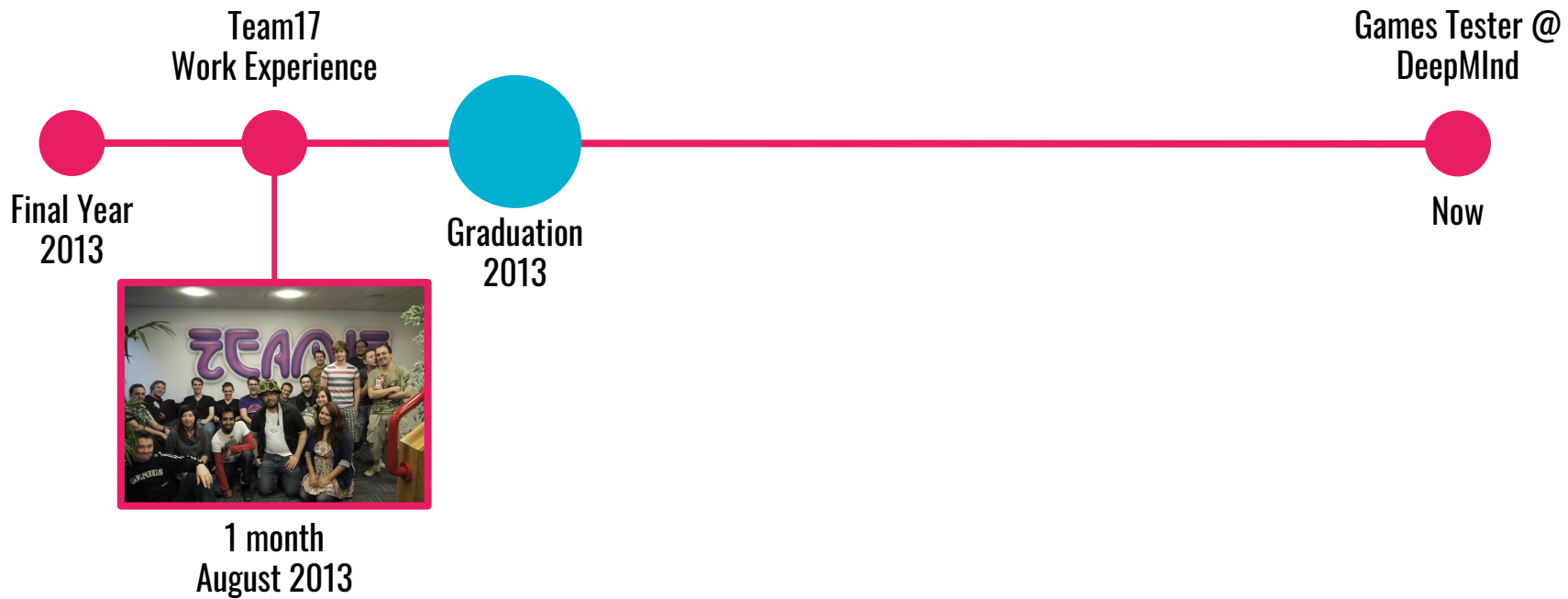
**Games Tester @  
DeepMind**

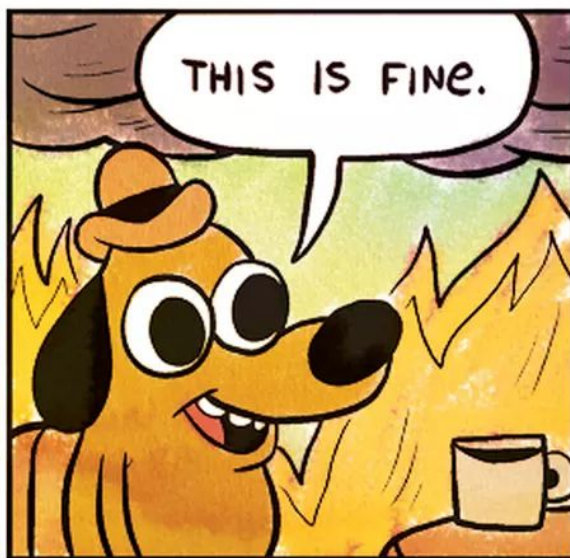
**Now**

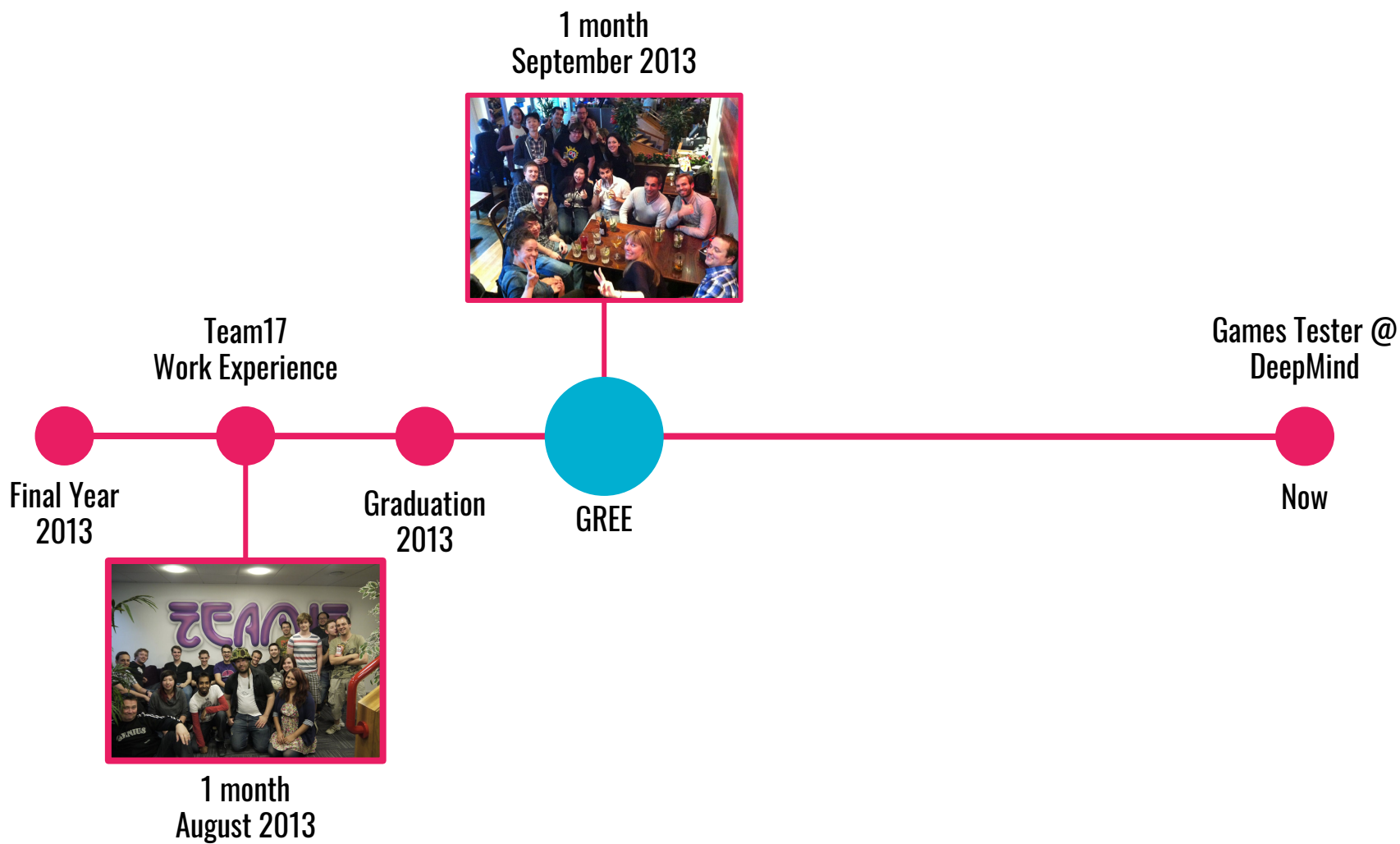
# Video Games Society

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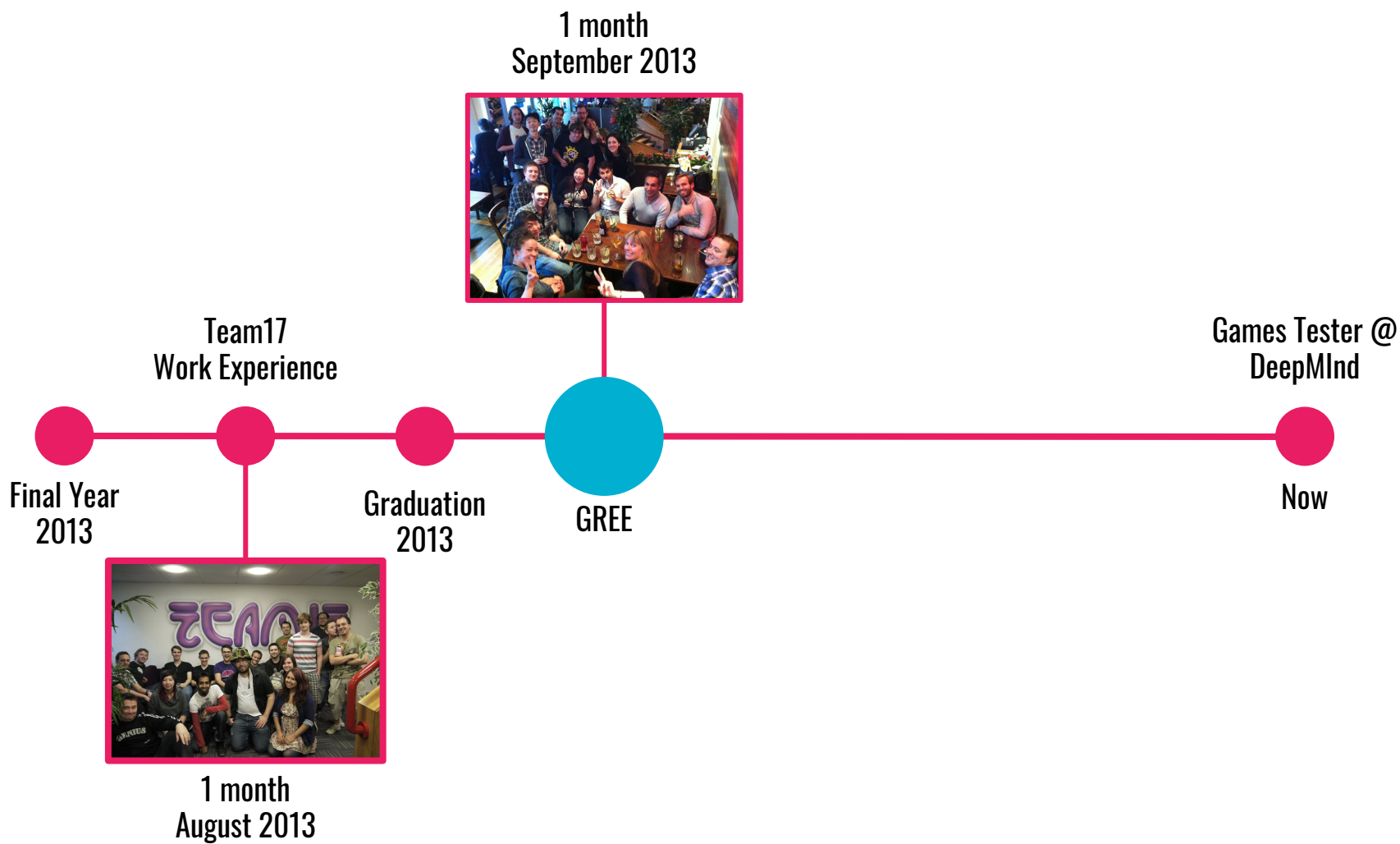


# What I Learnt



- **Less Experience - Shorter QA contracts**
  - make sure you can afford to do this!
- **Always be job hunting**
- **Be willing to move**
  - for more opportunities
- **Games Studios have an amazing culture**





1 month  
September 2013



Team17  
Work Experience

Final Year  
2013

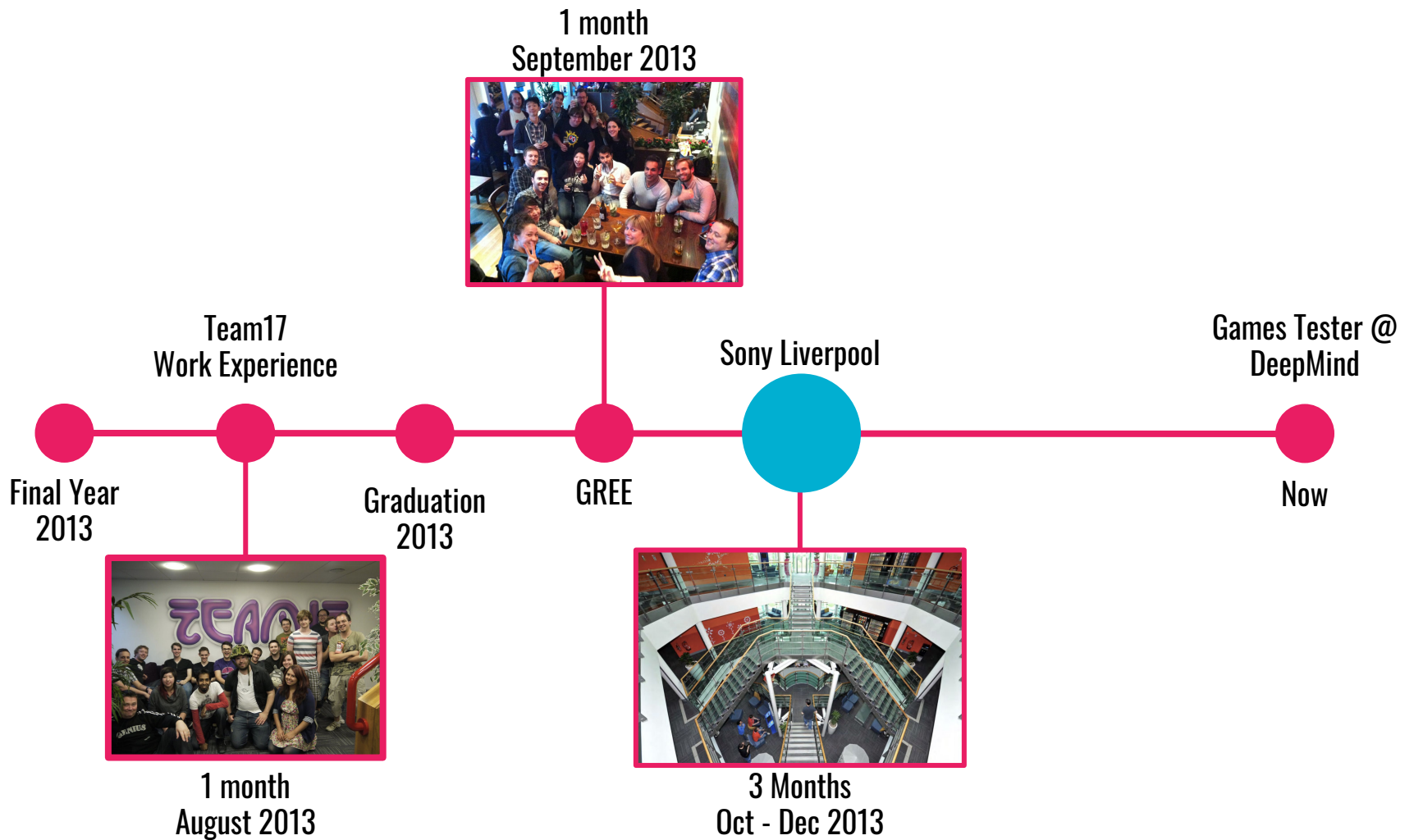


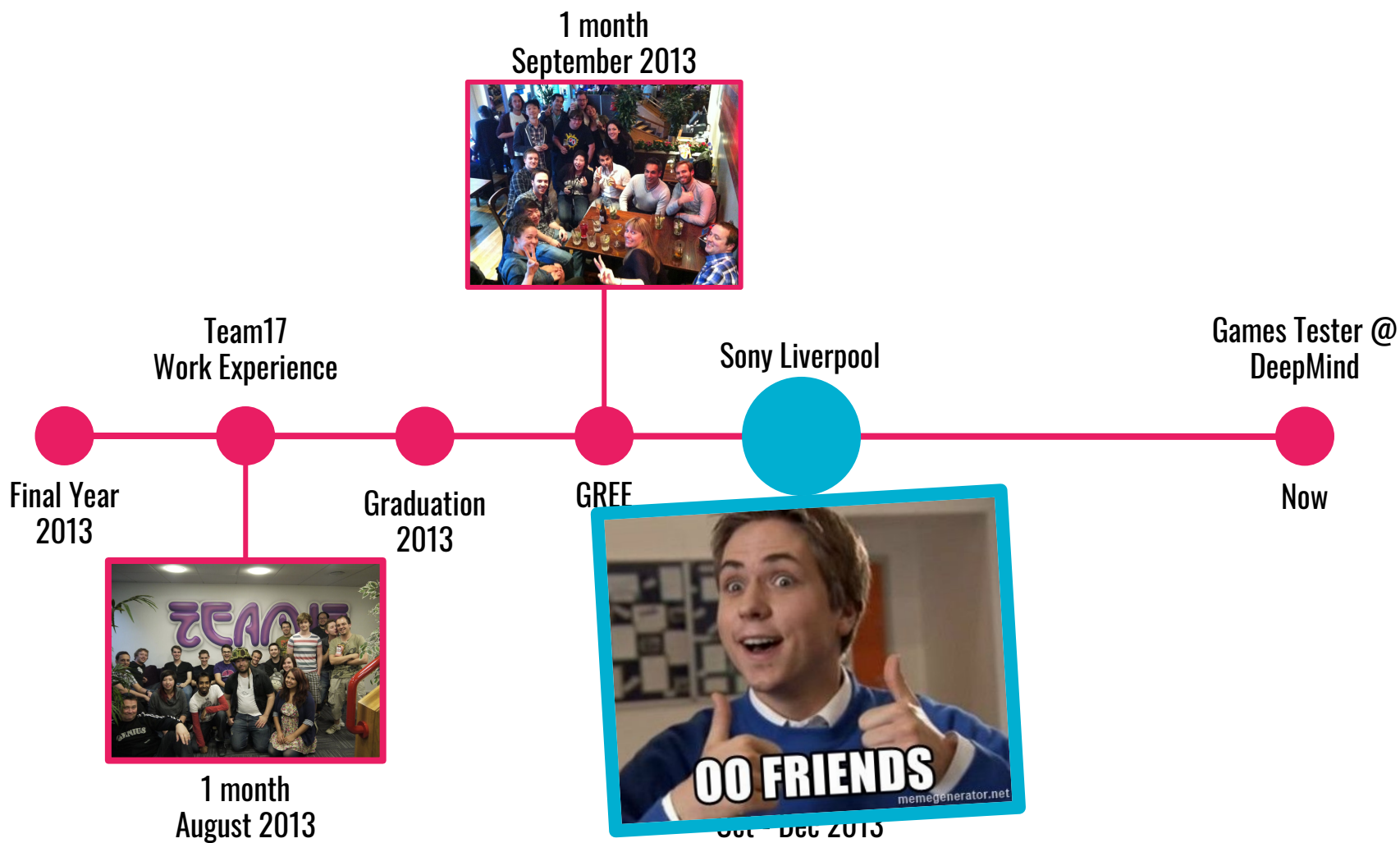
1 month  
August 2013



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Now



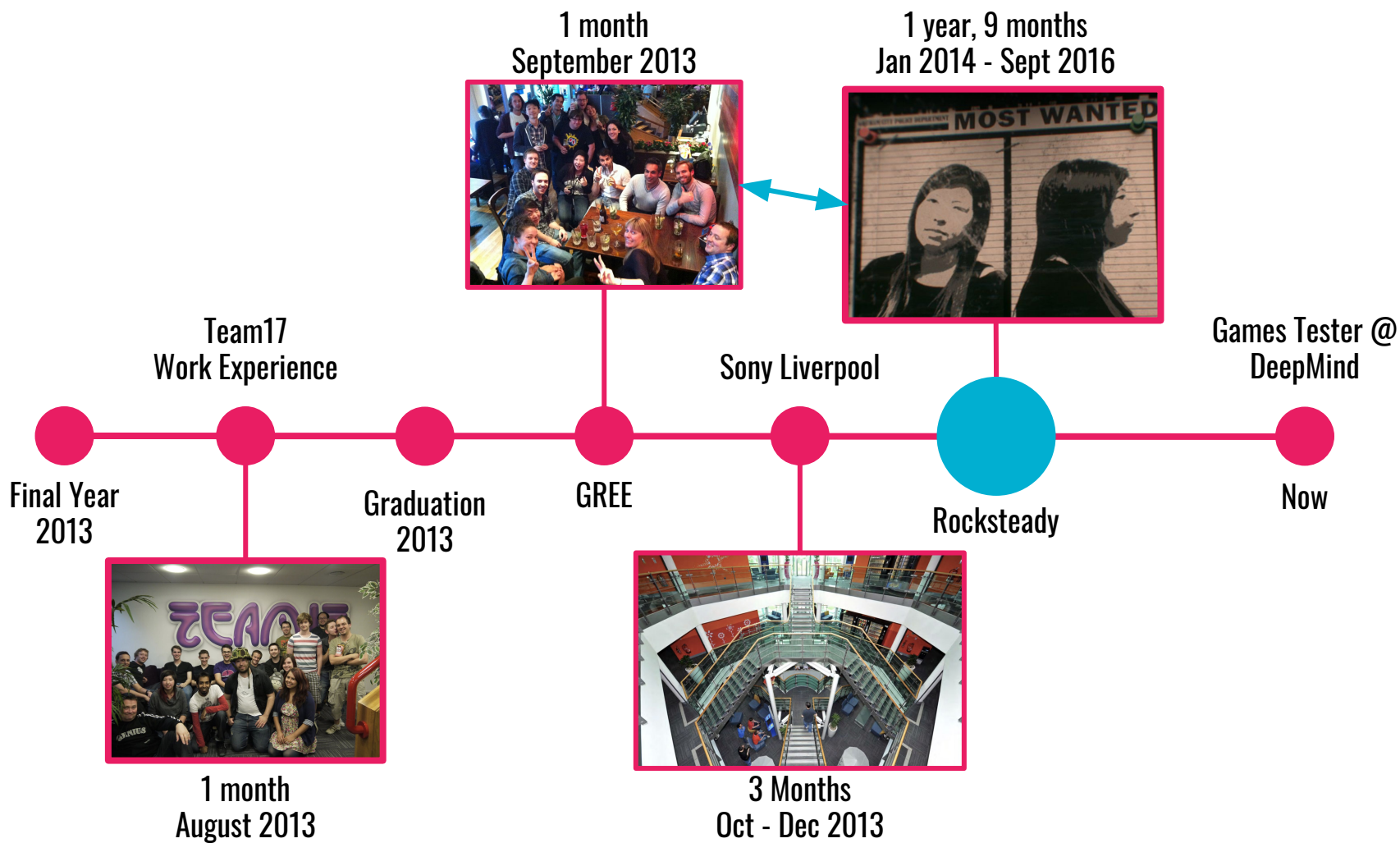


# What I Learnt

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- **QA houses**
  - Project Variety
- **Can have stable QA Career**
  - Can be a lot of Competition
  - Good for temp work
  - Flexible shifts for students

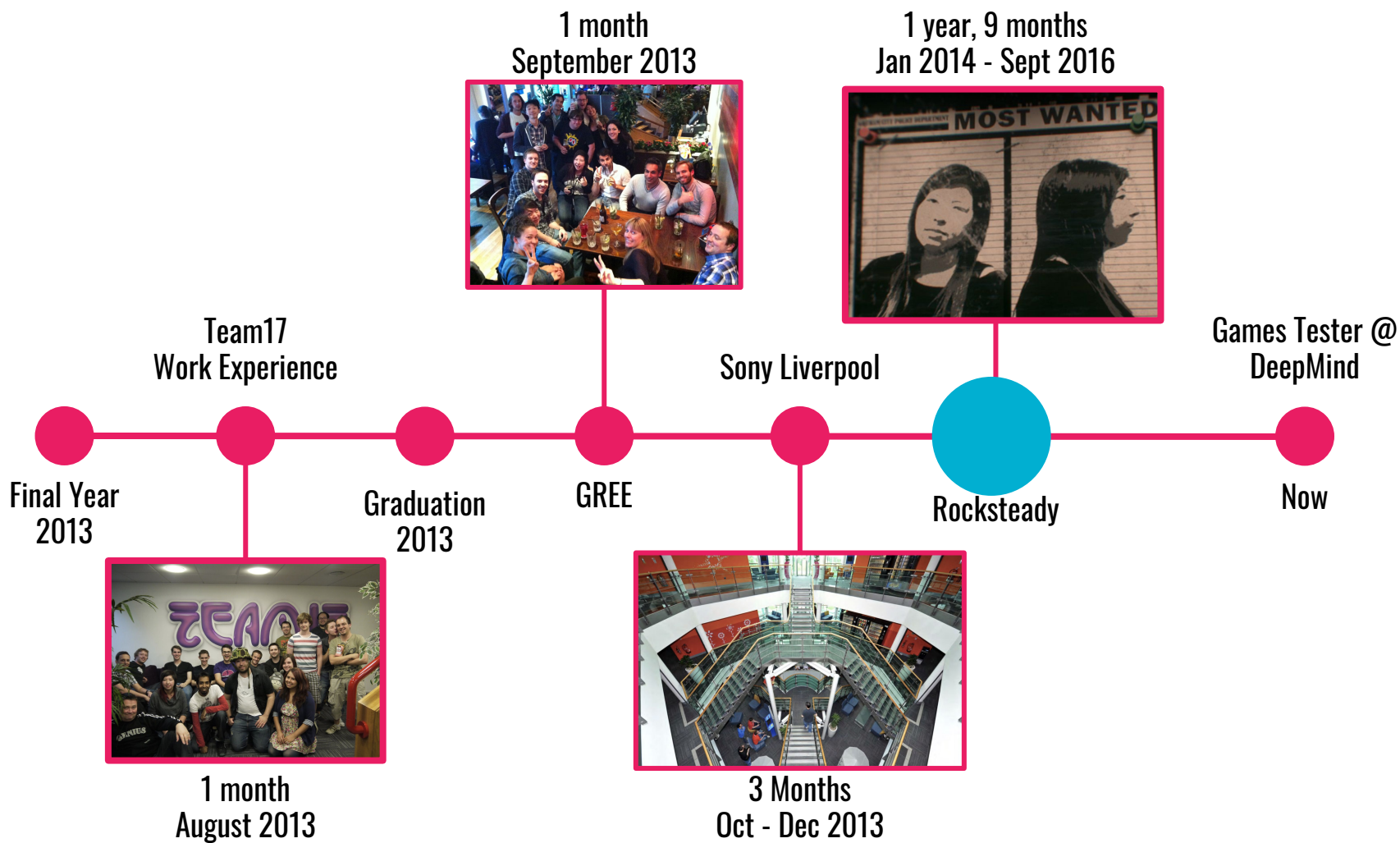




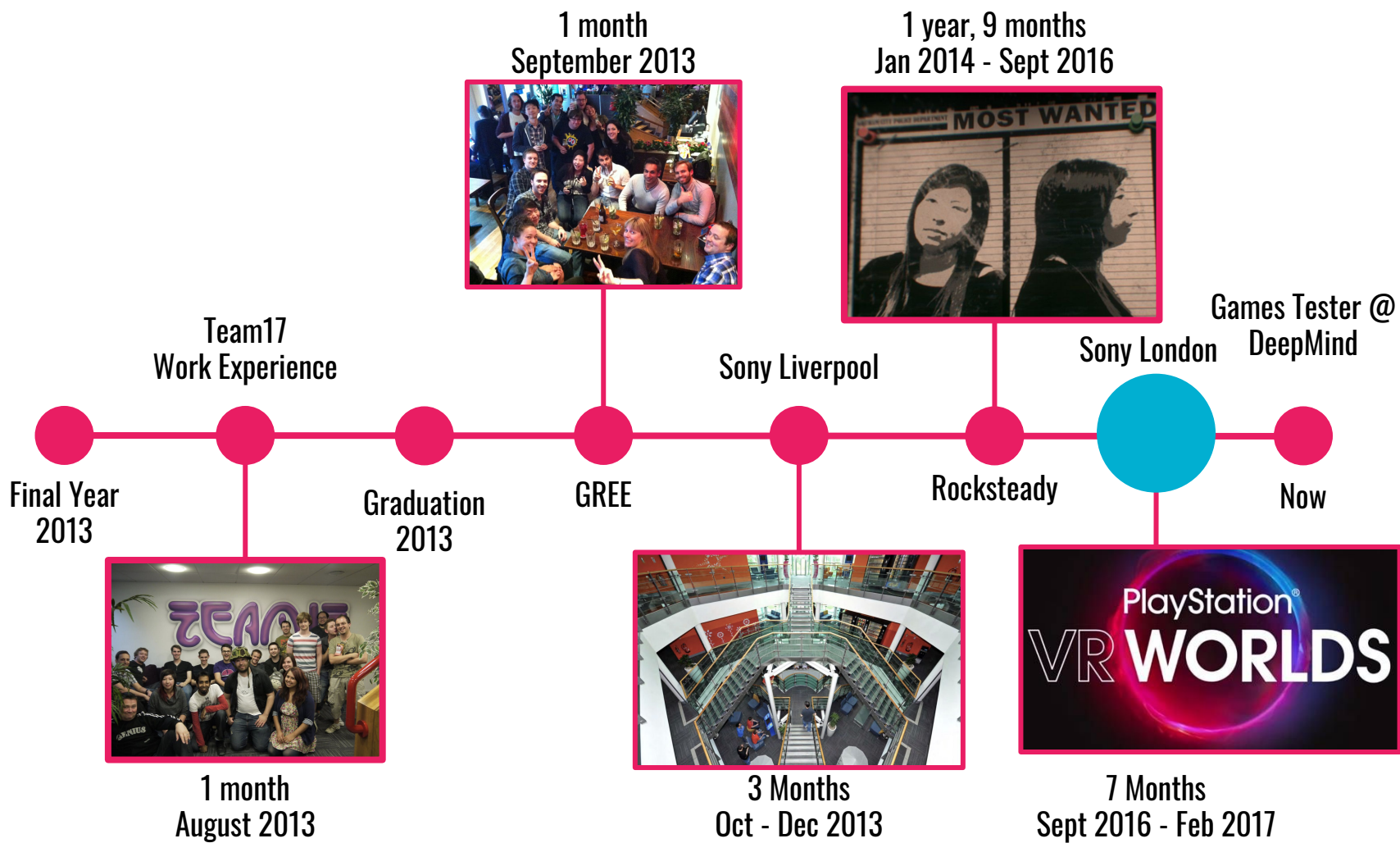
# What I Learnt



- **Dev QA**
  - Large scale QA
  - More ownership
- **Triple A Studios**
  - Can more easily change roles
  - Really fun to work in
- **Art**
  - Concept not always provided
  - Fast-Paced
- **Other Things**
  - Be aware of crunch (not just in QA)
  - Negotiating Salary Possible





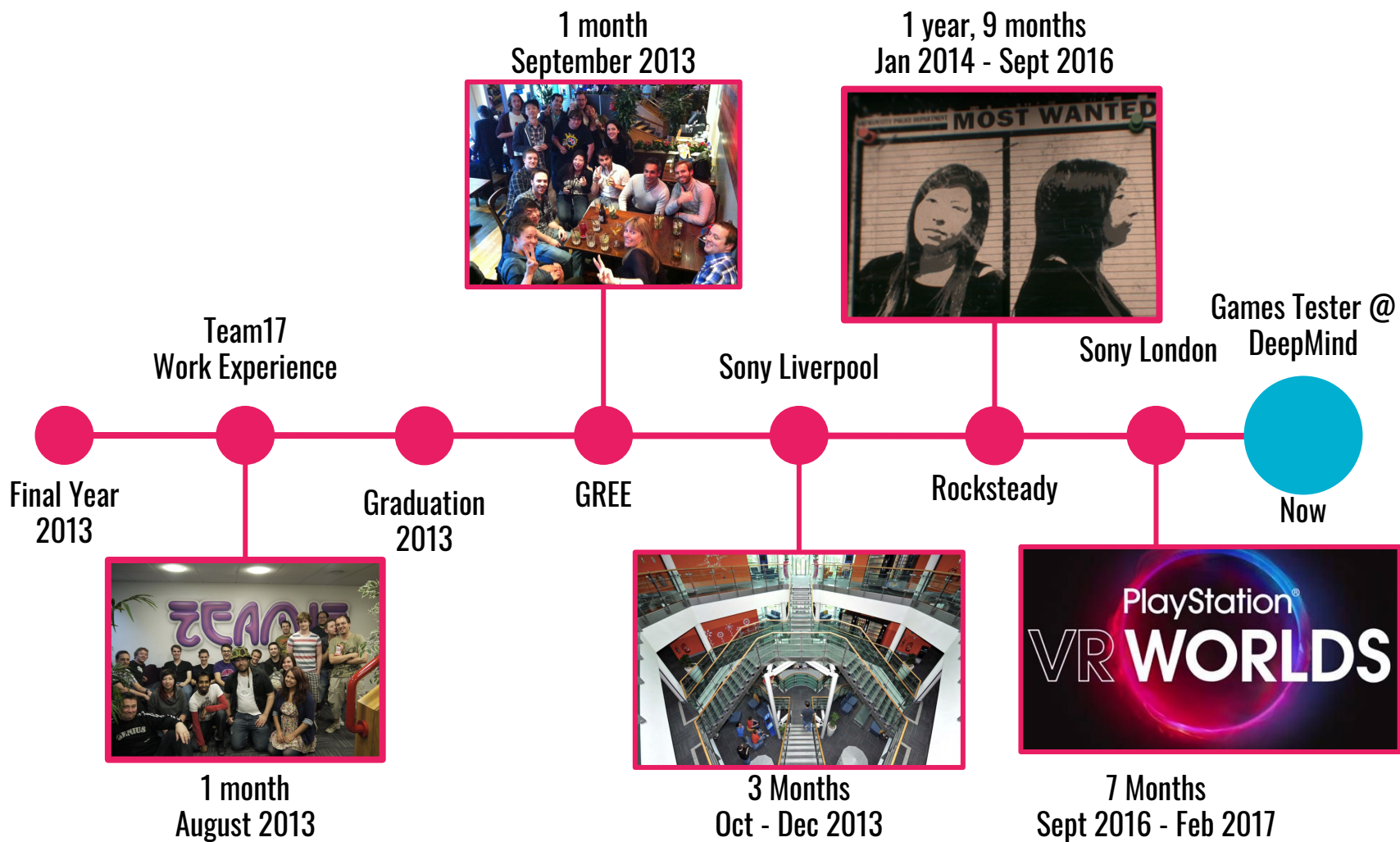


# What I Learnt

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- **Tools QA**
  - Testing Engines / Software used to make the games
- **Freelancing Contracts**
  - Umbrella Companies



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- **AI research QA**
  - Newer Field of Testing
  - Growing Industry
- **More Involvement**
- **Benchmarking**
  - Setting scores to compare agent training and progress

# Getting Your Foot in the Door

**ONE DOES NOT  
SIMPLY**



**GET YOUR FIRST JOB WITHOUT  
EXPERIENCE**



**Collaborate**

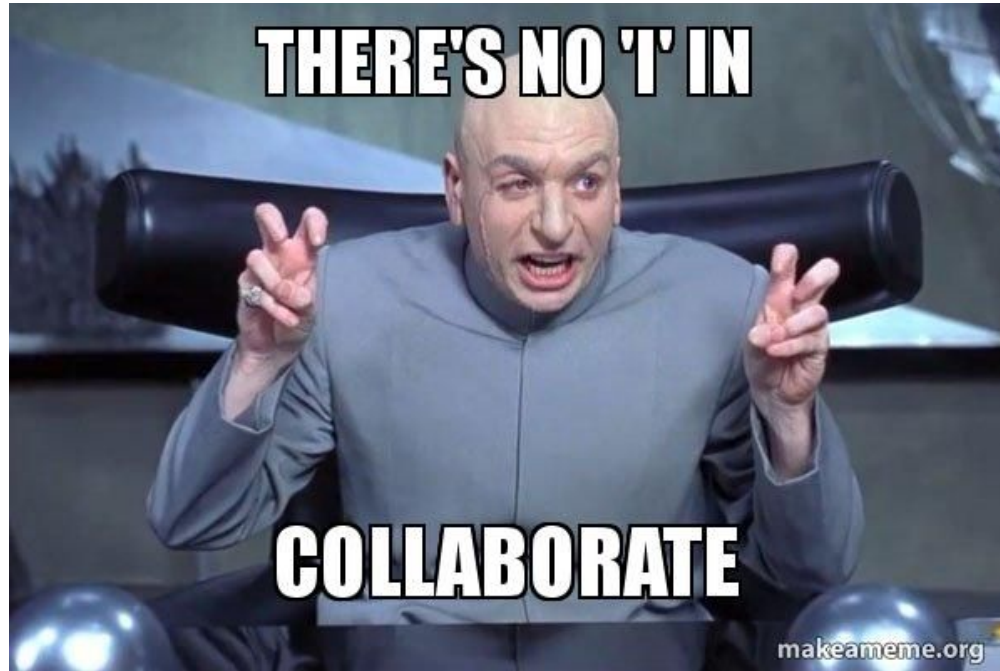


Team Up!

Finish a Small Project



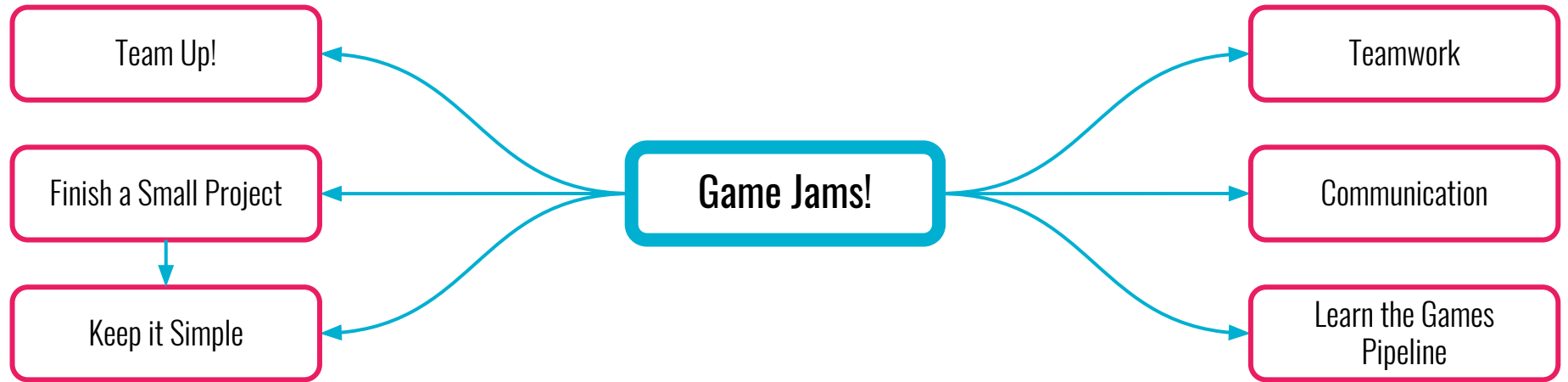
Keep it Simple



Teamwork

Communication

Learn the Games  
Pipeline



# Game Jams!

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## Ludum Dare

- Every 4 Months
- Weekend Event
- Next one 30th Nov!

## Global Game Jam

- Weekend Event
- Anyone can sign up!

**Global Game Jam®** January 25 - 27, 2019

# Self-Directed Study & Research

Workflows

Learn Terminology  
(Agile / Scrum) etc

Research / Learn  
Software + Tools



Use Game Engines

Join Forums / Read Up  
on Industry News

# Tools, Software and Terminology

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## Game Engines

- Unity
- Unreal Engine
- Twine
- Godot



AGILE / SCRUM



## Terminology / Workflows

- Agile Development
- QA Terminology + Bug Reporting Tools
- Version Control (Perforce / GitHub)



## Software

- See what industry professionals use
- Do some tutorials, use the tools yourself



## Forums / News Sites

- Polycount
- Artstation
- Eurogamer
- Reddit

**Network**

Approach + Ask to Join

Introduce Yourself

Ask Questions



Take Business Cards



Don't put 'Aspiring'

Take Portfolio +  
Ask for Advice

Don't be afraid  
They were in your shoes once!



# Networking & Events

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The logo for GAMAYO, with the letters G, A, M, A, Y, O in a multi-colored font (pink, orange, yellow, green, blue, and grey respectively).

## Game Makers Yorkshire

- Requires you to be working on a game (even as a student)
- Local Informal Networking
- Game Demo Showcase

The logo for SCIENCE+ MEDIA MUSEUM, featuring the text in white on a black background.

**GAMEREPUBLIC.**

## Game Republic

- North of England Games Network
- Check website for event listings

## Yorkshire Games Festival

- February 2019
- Great Talks + Networking Opportunities

# Do These Things!

- Collaborate
- Self Directed Study
- Research
- Network



# Thanks!

[www.sarahyork3D.co.uk](http://www.sarahyork3D.co.uk)