Sarah York

Getting Into Games

Contents

- Some Background Info
- From Uni to Now
- Getting Your Foot in the Door

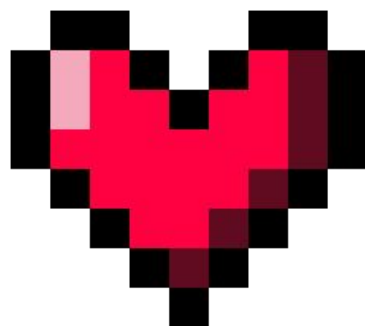# Projects & Studios

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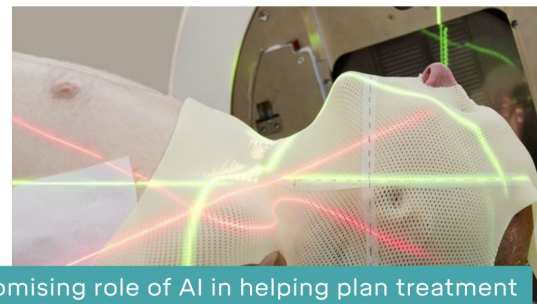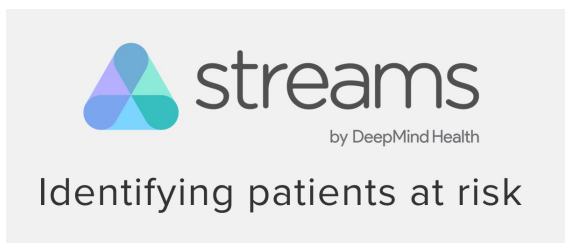- Studied Animation & VFX
- Graduated in 2013
- 5 Years in Games

I ♥ Games

JOURNEY

THAT DRAGON, CANCER

AltspaceVR

SpecialEffect
The gamers charity

A NORMAL LOST PHONE

Bury me, my Love
تقبريني يا حبي

DeepMind Health

streams
by DeepMind Health

Identifying patients at risk

The promising role of AI in helping plan treatment for patients with head and neck cancers

Games Testing

Games Testing

— — —

- Making sure the games aren't broken
- Find Issues or "Bugs"

Skyrim
bucket
head lulz

From Uni to Now

We Are Here

Games Tester @
DeepMInd

Uni
2010 - 2013

Now

Video Games Society

Team 17

Team17
Work Experience

Games Tester @
DeepMInd

Final Year
2013

Graduation
2013

Now

1 month
August 2013

1 month
September 2013

Team17
Work Experience

Games Tester @
DeepMind

Final Year
2013

Graduation
2013

GREE

Now
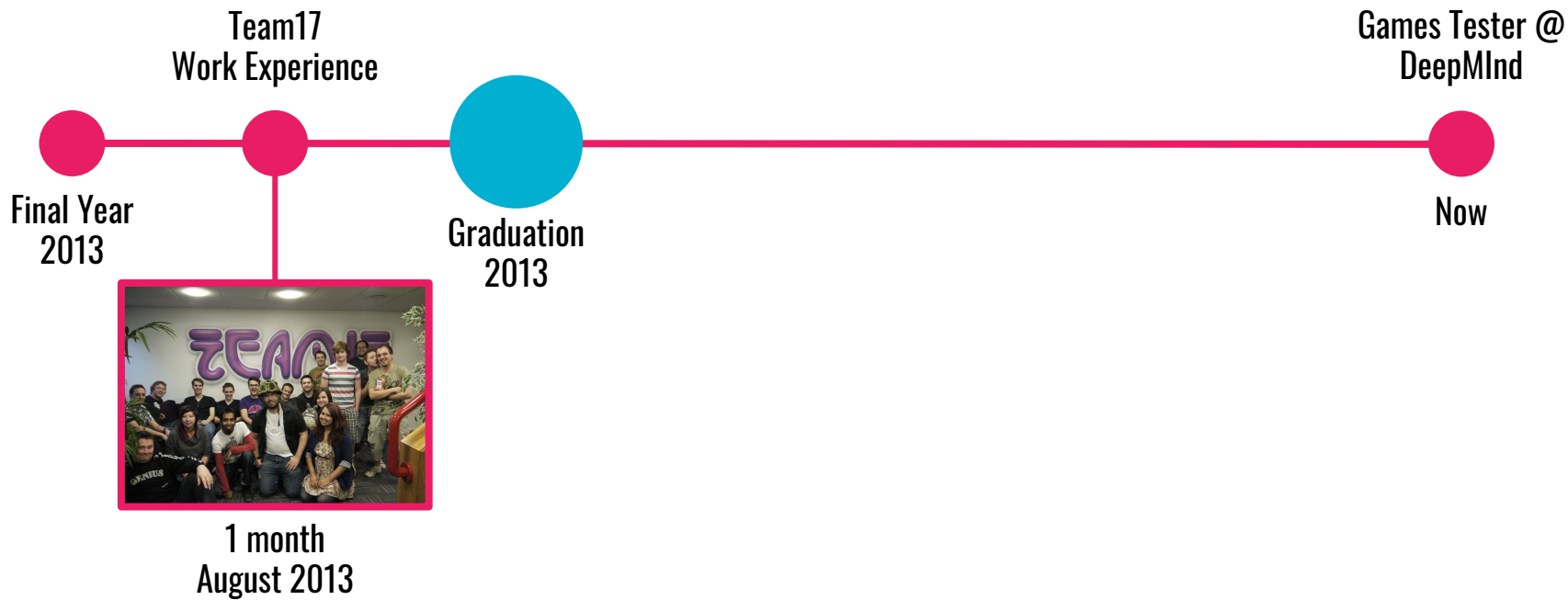
1 month
August 2013
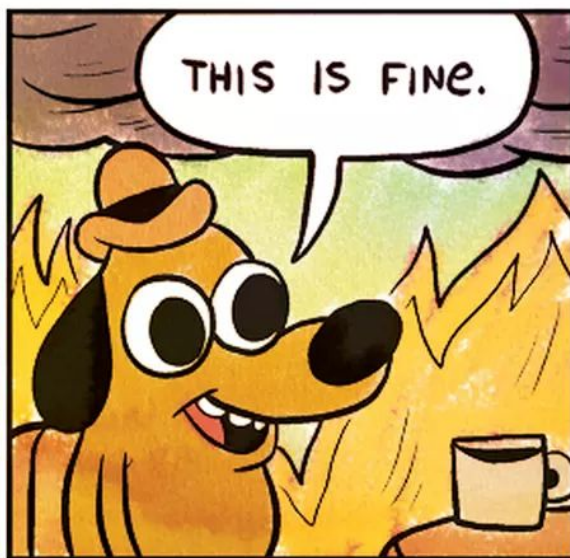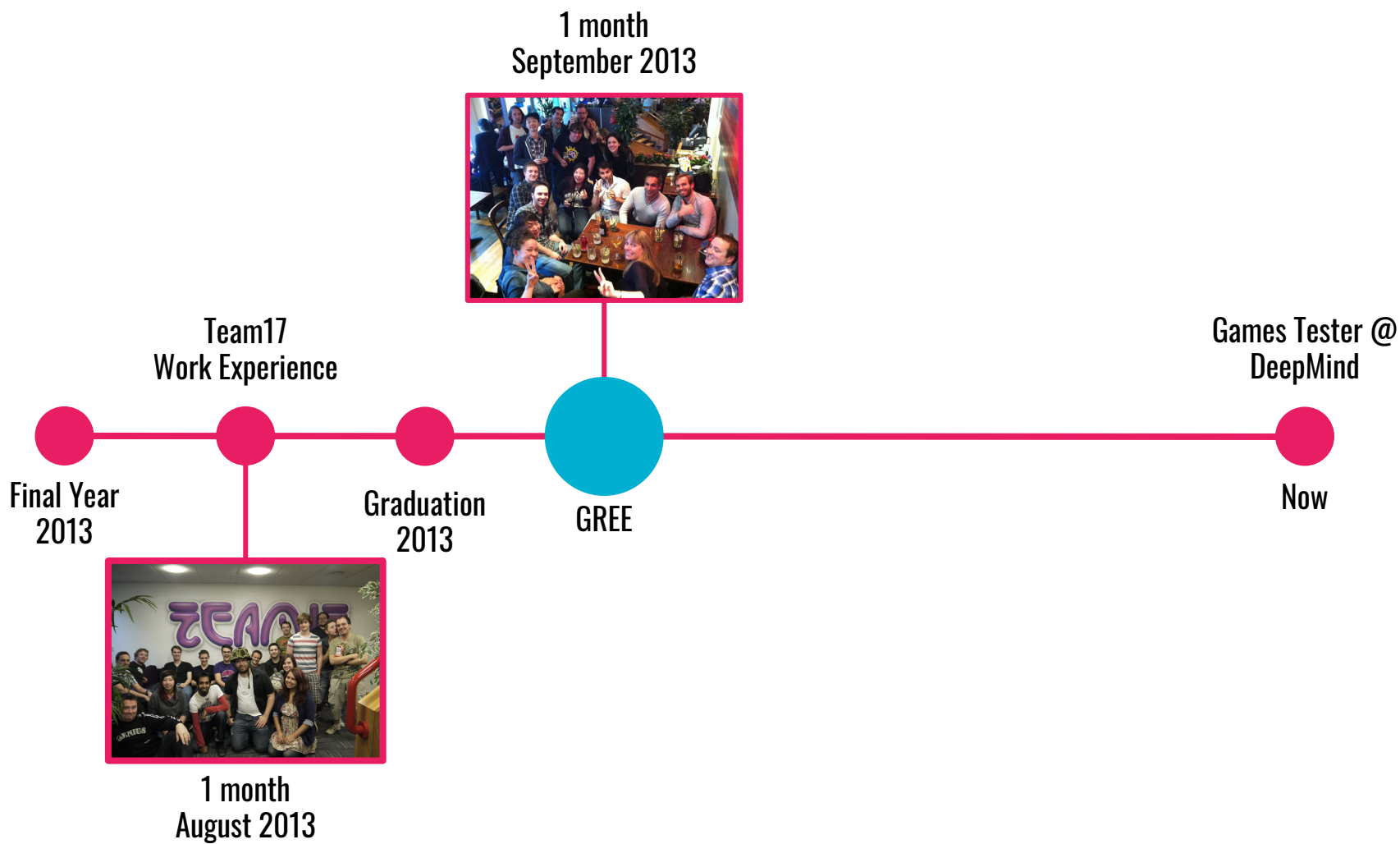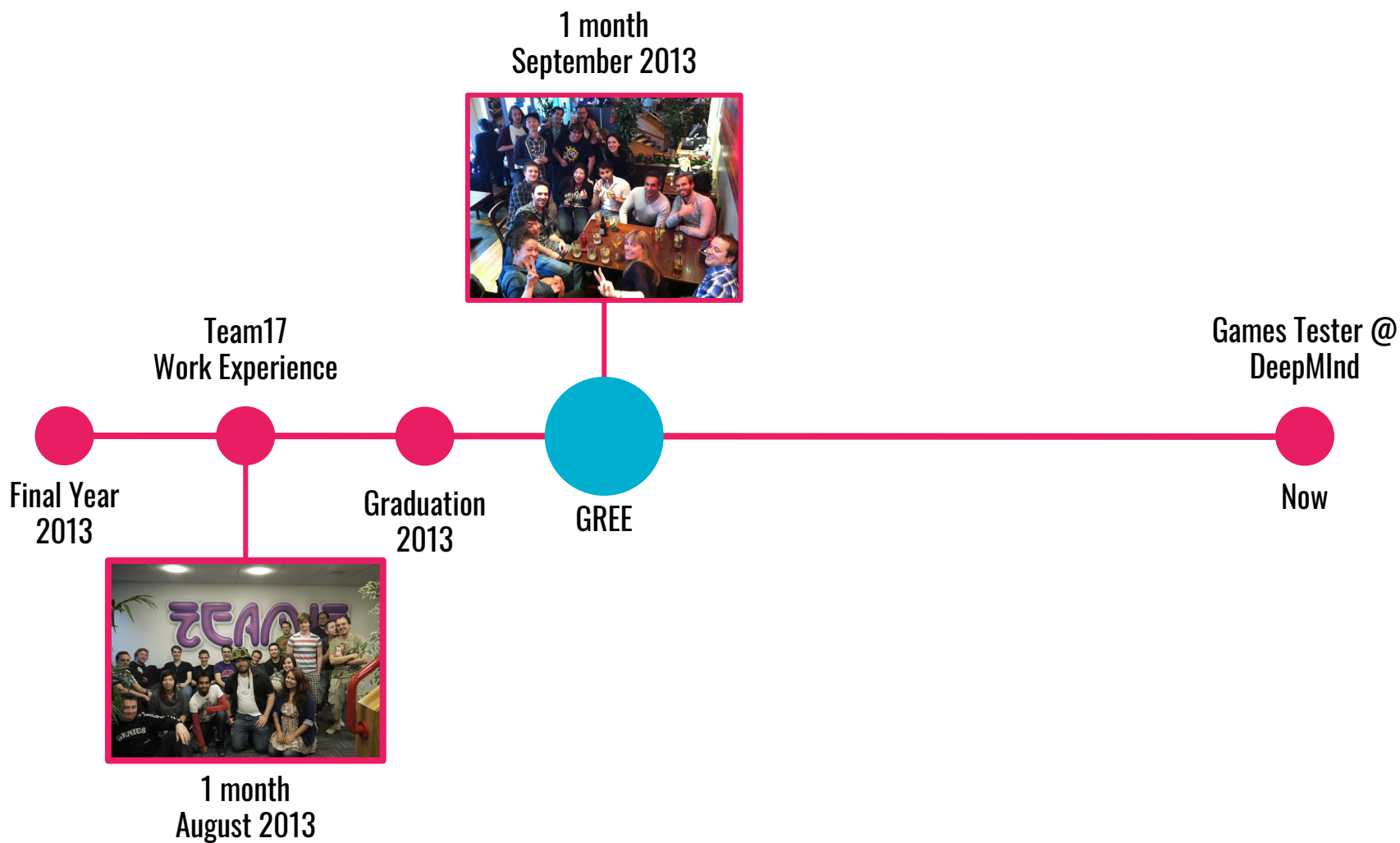
What I Learnt

- **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

Graduation
2013

GREE

Games Tester @
DeepMInd

Now

1 month
August 2013

1 month
September 2013

Team17
Work Experience

Games Tester @
DeepMind

Final Year
2013

Now

1 month
August 2013

MUCH SAD

VERY DISAPPOINT

1 month
September 2013

Team17
Work Experience

Sony Liverpool

Games Tester @
DeepMind

Final Year
2013

Graduation
2013

GREE

Now

1 month
August 2013

3 Months
Oct - Dec 2013

1 month
September 2013

Team17
Work Experience

Sony Liverpool

Games Tester @
DeepMind

Final Year
2013

Graduation
2013

GREE

Now

1 month
August 2013

OO FRIENDS

memegenerator.net

Oct - Dec 2013
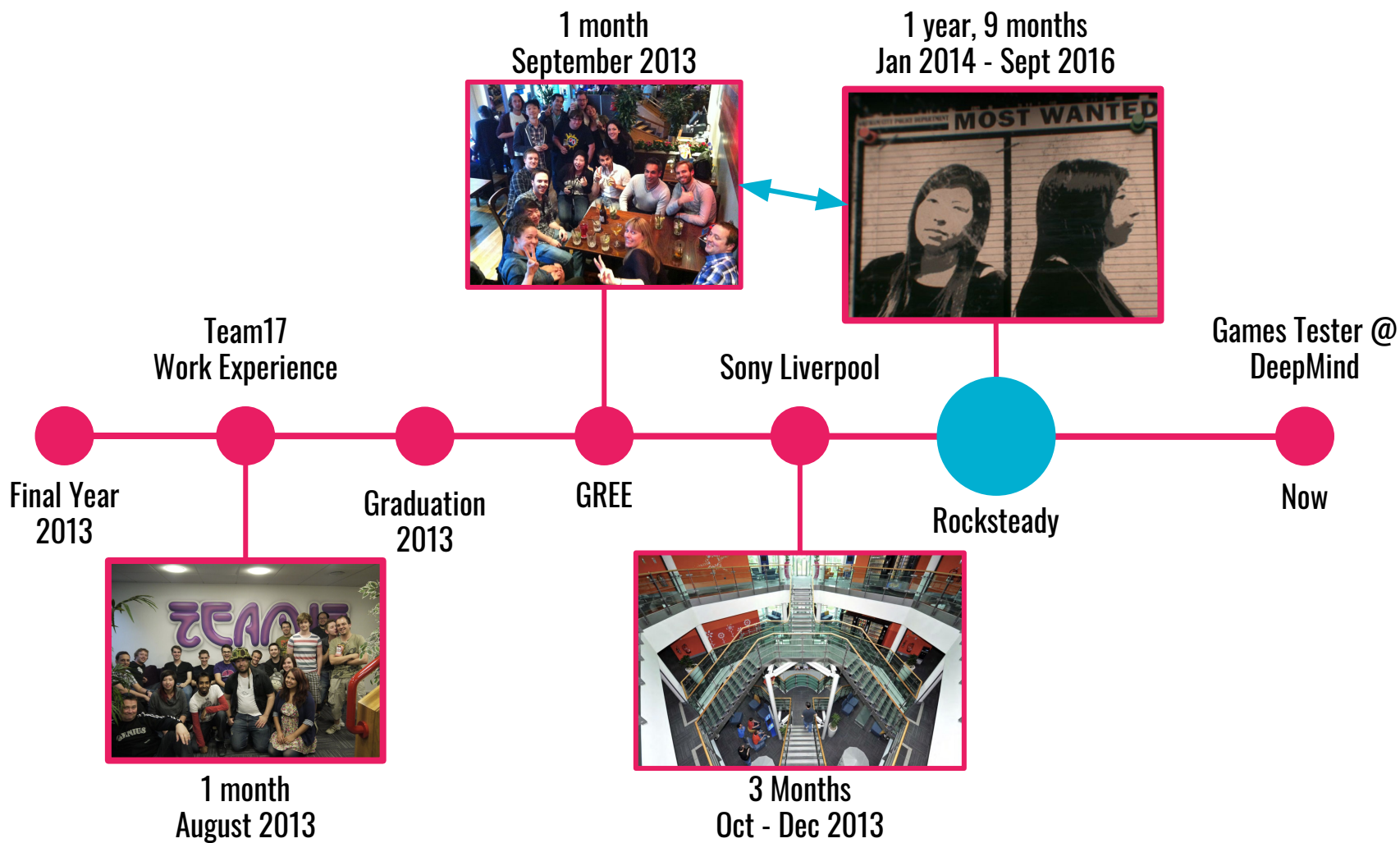
What I Learnt

— — —

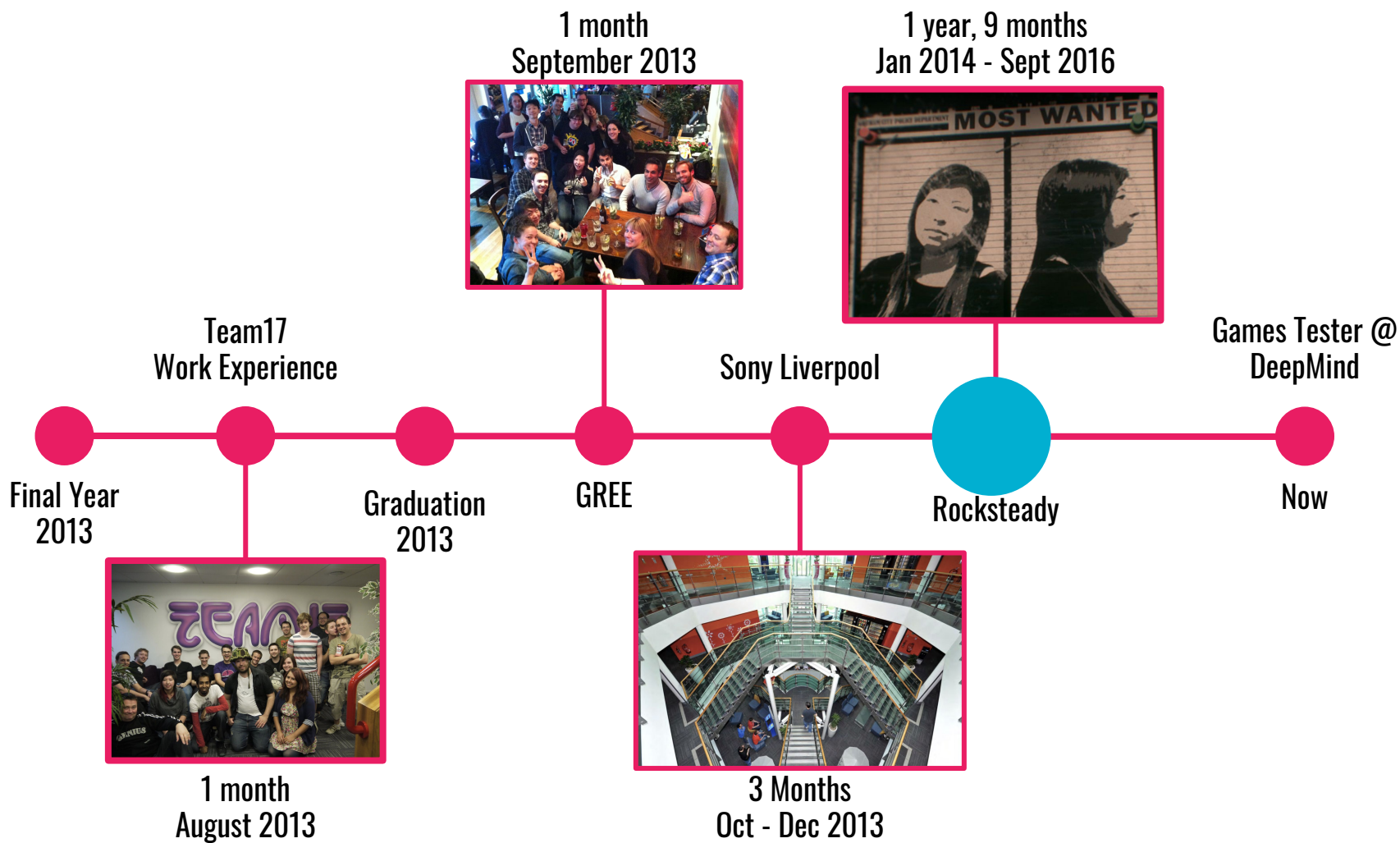
- **QA houses**
  - Project Variety

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

1 month
September 2013

1 year, 9 months
Jan 2014 - Sept 2016

Team17
Work Experience

Sony Liverpool

Games Tester @
DeepMind

Final Year
2013

Graduation
2013

GREE

Rocksteady

Now

1 month
August 2013
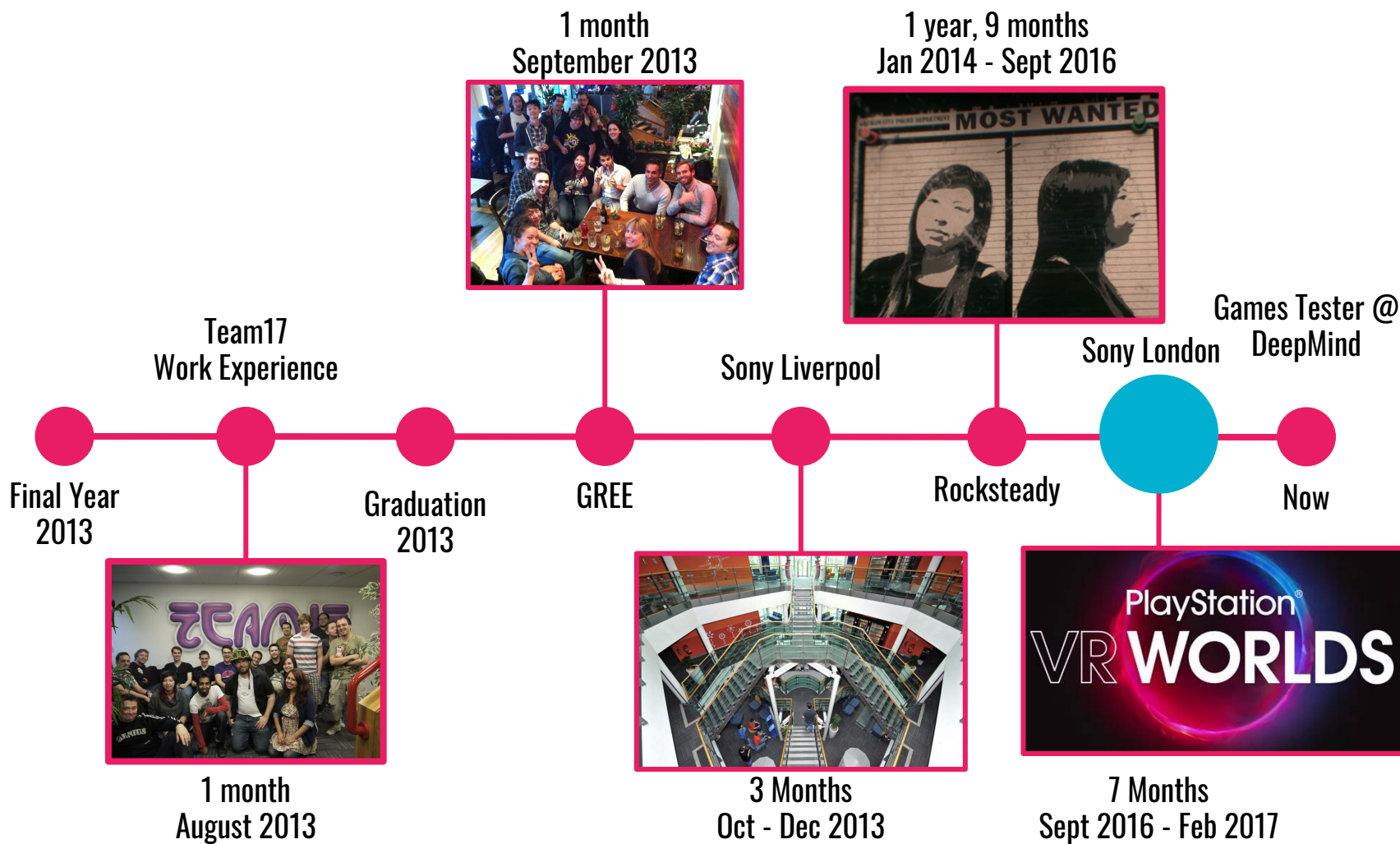
3 Months
Oct - Dec 2013

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
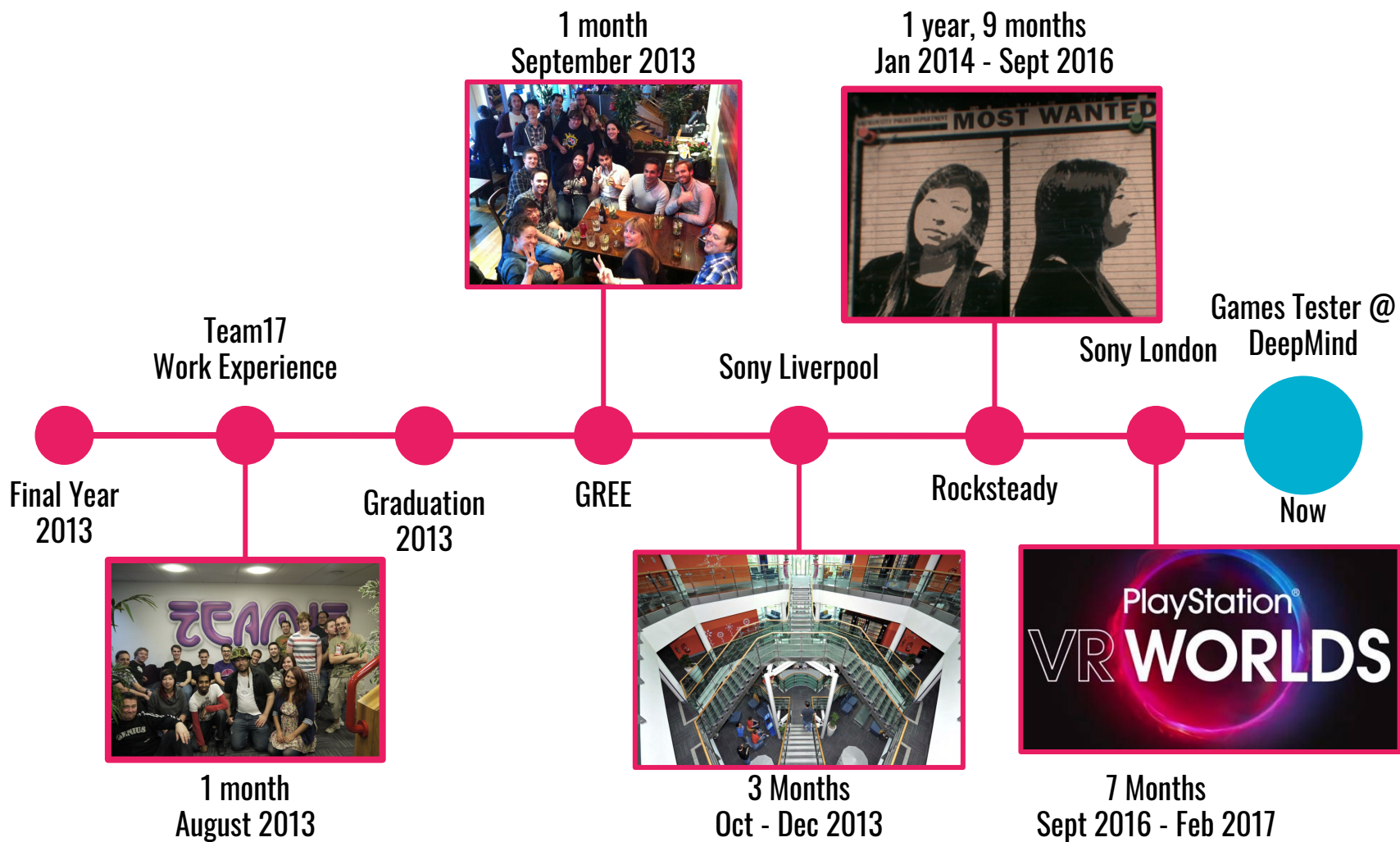
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1 year, 9 months
Jan 2014 - Sept 2016

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DeepMind

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2013

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Rocksteady

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1 month
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3 Months
Oct - Dec 2013

1 month
September 2013

1 year, 9 months
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Sony Liverpool

Games Tester @
DeepMind

Sony London

Final Year
2013

Graduation
2013

GREE

Rocksteady

Now

1 month
August 2013

3 Months
Oct - Dec 2013

PlayStation®
VR WORLDS
7 Months
Sept 2016 - Feb 2017

What I Learnt

— — —
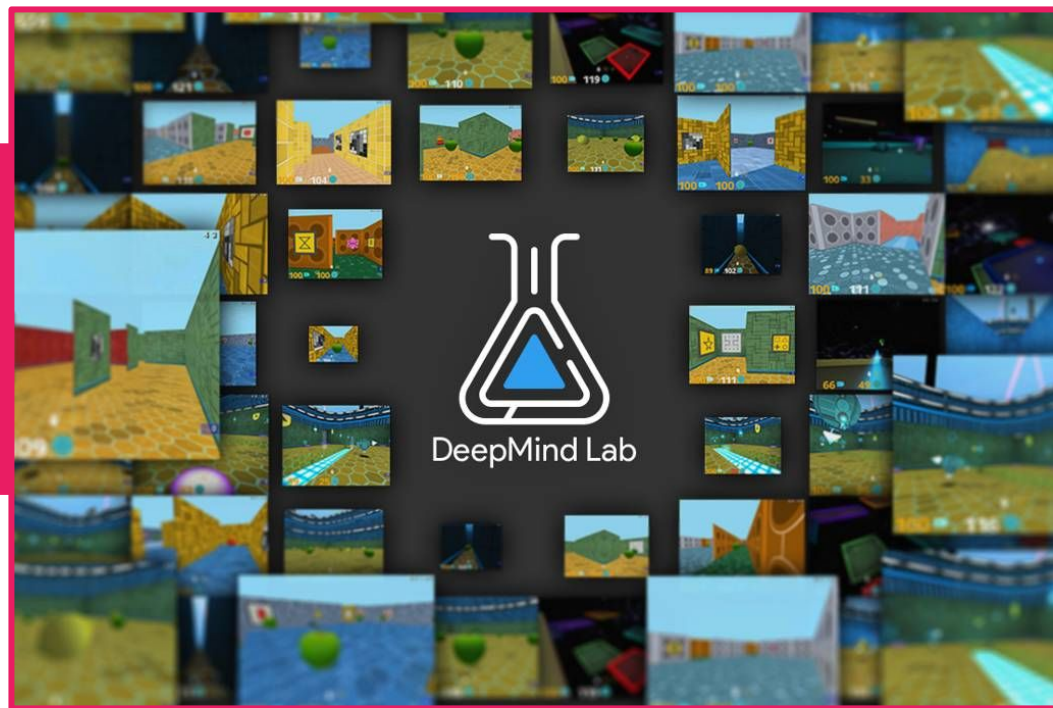

- **Tools QA**
  - Testing Engines / Software used to make the games

- **Freelancing Contracts**
  - Umbrella Companies

1 month
September 2013

1 year, 9 months
Jan 2014 - Sept 2016

Games Tester @
DeepMind

Team17
Work Experience

Sony Liverpool

Sony London

Final Year
2013

Graduation
2013

GREE

Rocksteady

Now

1 month
August 2013

3 Months
Oct - Dec 2013

7 Months
Sept 2016 - Feb 2017

What I Learnt

— — —

- **AI research QA**
  - Newer Field of Testing
  - Growing Industry

- **More Involvement**

Getting Your Foot in the Door
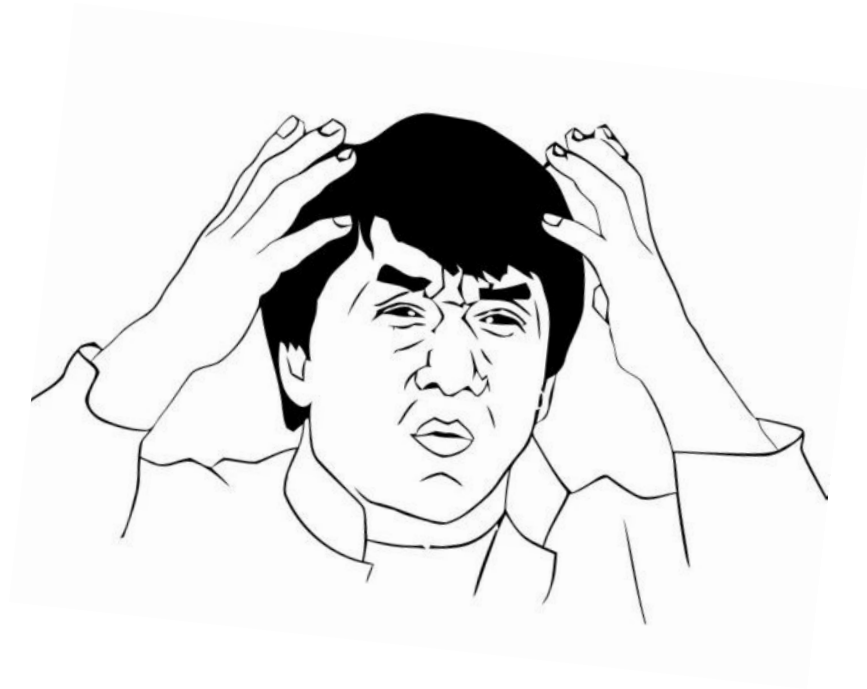
Collaborate

Team Up!

Finish a Small Project

Keep it Simple

Teamwork

Communication

Learn the Games Pipeline

THERE'S NO 'I' IN COLLABORATE
makeameme.org

Game Jams!
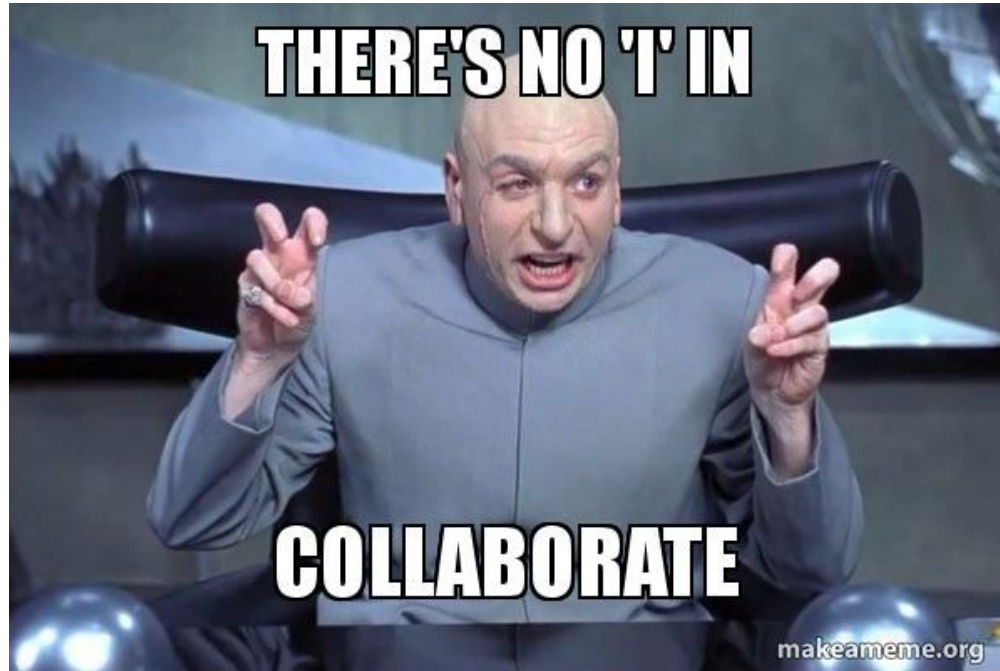
- Team Up!
- Finish a Small Project
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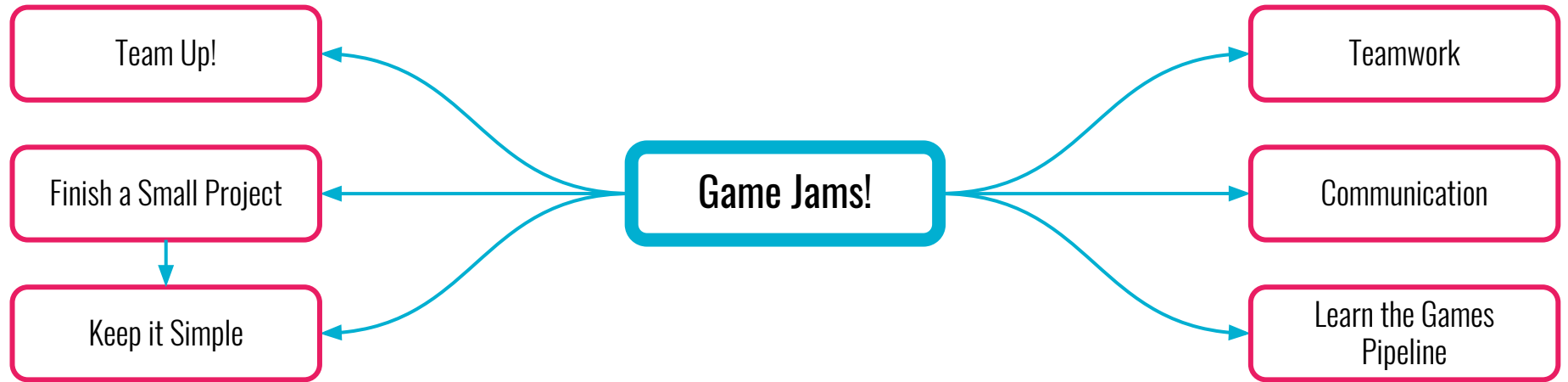
Game Jams!

— — —

Ludum Dare

Ludum Dare
- Every 4 Months
- Weekend Event

Global Game Jam
- Weekend Event
- Anyone can sign up!

Global Game Jam®

Self-Directed Study & Research

Workflows

Learn Terminology (Agile / Scrum) etc

Research / Learn Software + Tools

Use Game Engines

Join Forums / Read Up on Industry News

Talks / Conferences / Tutorials

Tools, Software and Terminology

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

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

Bafta Crew
- 2-4 Years Exp
- Access to Masterclasses + Networking

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

Do These Things!

- Collaborate
- Self Directed Study
- Research
- Network

Thanks!

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@SarahYork_3D