

GAME DEVELOPER PROFESSION

A game developer or gamedev – a person engaged in the creation of program code, visualization and concept of the game, as well as the choice of means for the implementation of tasks. The developer can work both independently and in a team that consists of managers, game designers, sound engineers, testers and other IT specialists. The composition of the team directly depends on the budget of a project. But if the funding is minimal, a game developer performs the functions of all of the above specialists or the tasks that he can do.

Representatives of the profession can be divided into several groups:

- professionals engaged in the development of high-quality games in well-known companies;
- specialists who develop simple games (browser, mobile and others);
- gamers and amateurs who release add-ons and indie games.

To create simple games, a specialist must know programming well, but if he wants to earn more, he will have to devote a lot of time to gaining new knowledge:

- unity tool and other engines that are necessary for creating 2D and 3D games;
- object-oriented programming;
- learning the programming language C#, Ajax and other;
- optimization of 2D and 3D games;
- 3D editors;
- design stages of the game process, drawing, visualization, animation, physics and other game aspects;
- mobile game development basics and more.

A gamedev is a universal specialist who, after training, must be able to create animation, visual effects, game concepts, design. He should know the basics of modeling and jurisprudence. A developer who works for himself must be able to not only protect, but also patent the developed game or software for it.

Many students today seek to master this specialty, but not all succeed. Only the most creative and talented ones can get work in well-known companies, while the rest of the graduates are engaged in the development of simple games and receive a substantial reward for this work. A game developer should understand that creating a game is the first step to success, because you need to gather a team, find an investor, carry out an advertising campaign that will really sell the created product. Therefore, the developer should have the following character traits:

- stress resistance;
- endurance;
- tendency to long work;
- certain skills;
- ability to work in a team;
- well-developed fantasy.

The remuneration of these specialists is most often made in stages upon completion of work. The size of the fee depends on the level of preparation of a developer, his responsibilities and the project he is working on, as well as on the number of people in a team.