

Breaking In: Designers and Writers

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Who am I?



Unhelpful Advice

"Make a lot of games!! :)"

"Write a lot of stuff!! :)"

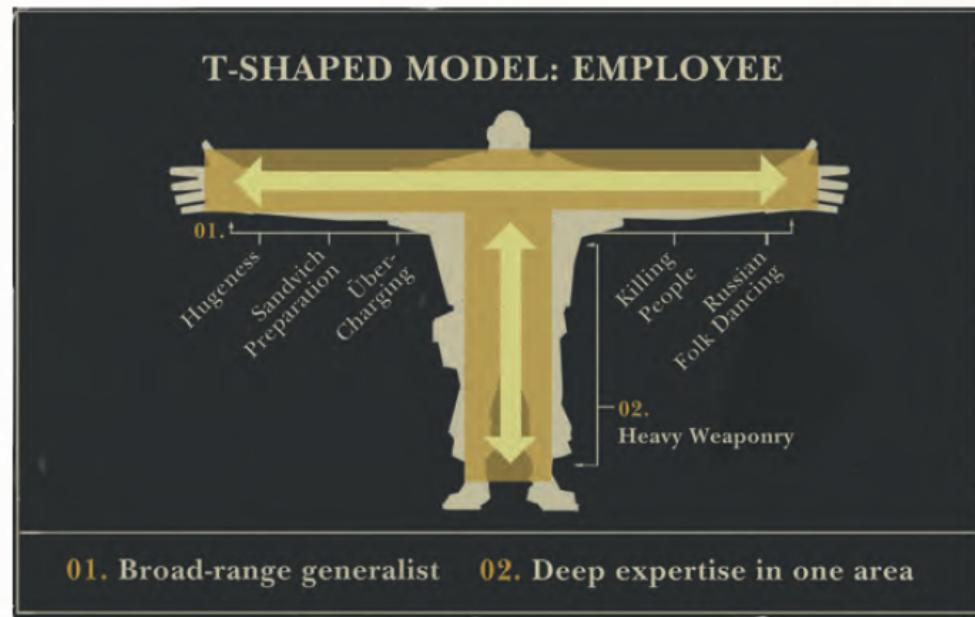


Step 1: Target Yourself



MULTI-CLASSING

All the disadvantages of both
and the benefits of neither



Step 2: What Do You Want?

The image shows a screenshot of the Blizzard Careers website. At the top, there is a navigation bar with the Blizzard logo and links for ROLES, CULTURE, and LOCATIONS. Below the navigation bar, there is a section with the text "longstanding passion for playing video games." Underneath this, there is a heading "REQUIREMENTS" followed by a bulleted list of nine items describing the qualifications for the position.

longstanding passion for playing video games.

REQUIREMENTS

- A minimum of 3 years' game design experience
- Extensive experience in action real-time Strategy (ARTS) games and be ex
- Experience designing for both a casual and competitive audience
- Able to work well in a team environment
- Able to work creatively in a demanding technical environment
- Knowledge of Microsoft Excel
- Absolute passion for playing and making computer games

The Dreaded Line

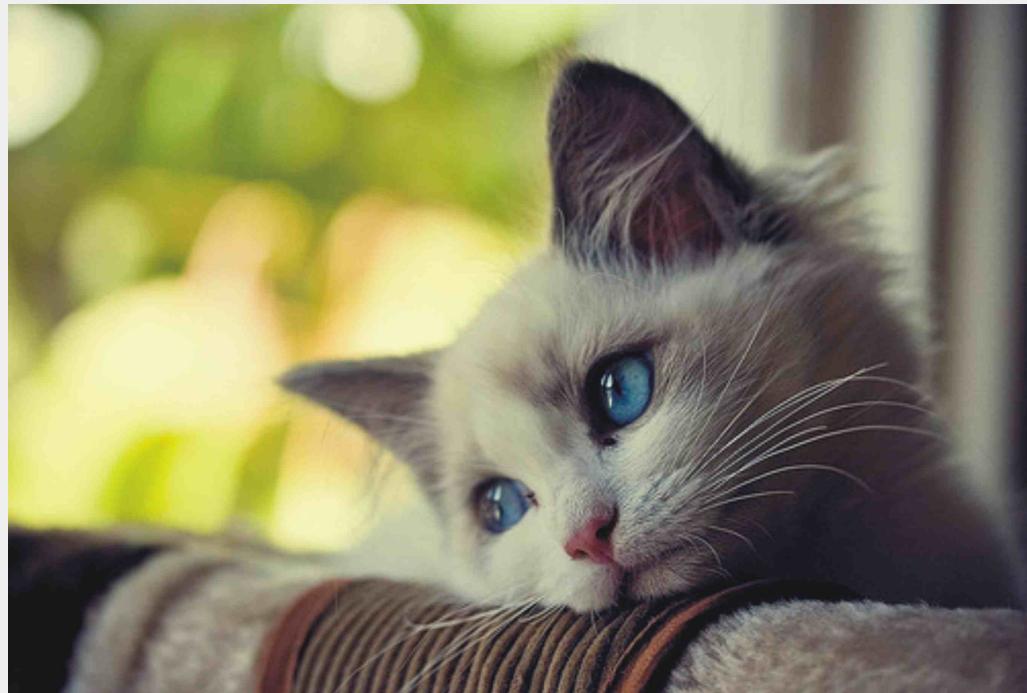
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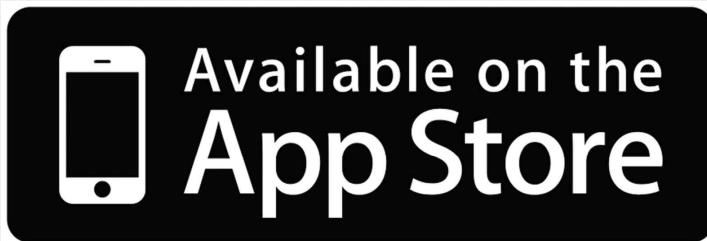
Lots of things count as "shipped!"

Did it have an audience?

Did you release it publicly?

Is it available for purchase?

Does it look polished?



Step 3: Portfolio Pieces - More Isn't Better



Caravan

Rewind
Restart
Share

This story was created with Tucee and is powered by TiddlyWiki

"Yes," I say, and shift my weight. But Ari pulls me into an embrace before I can stand.
"Come back to us safely," she says. "You'll be cautious, won't you?"
There's genuine concern in her eyes. She slips her hand into mine.
Of course, I'll be safe.
I'll try, but...
I plan to stick to the edge.



Step 4: Go Back and Polish

Making games is about finishing the last 20% of a project, and doing it right.

Designers:

- Is my UI easy to use?
- Is feedback in my game fun, fast, and visually pretty?
- Have I had several public playtests and implemented changes?

Writers:

- Find a writing group - do they like your stuff? Playtest interactive work!
- Ask writing professors to give you targeted feedback, revise, revise more

Step 5: Your Portfolio Website

Page 1

ABOUT ME

I'm Duncan Boehle, a programmer at [Double Fine](#), and a 2012 graduate of Computer Science at Carnegie Mellon University. I believe that there is no translation between the immersive interactivity of games and the passive entertainment of traditional media. My passion is to work on games that push boundaries to tell better stories, evoke more emotions, and enable richer experiences than any other medium.

Feel free to check out the [projects](#) I've been working on, or feel free to take a look at my [resume](#).



Step 5: Your Portfolio Website

Page 2

apartment ~ Fall, 2012 - Present
Role: Lead Designer & Artist, Programmer, Writer

Begun in Fall 2012, this is a long term project created with my fellow USC student, Richard Emms. Our goal for a-par-tment was to create a narrative game that provokes self-reflection in players, particular in regards to their relationships and their view of the people around them. A build of our current prototype is available at the [development blog](#).

Collegeology: Graduate Strike Force ~ Summer, 2013
Role: Designer, 2d Artist, and Programmer

I interned at USC's Game Innovation Lab over the summer and worked on Graduate Strike Force (GSF). My primary roles were as a designer and 2d artist. I created most of the final UI (designs and art) for the game and did some scripting to help implement parts of the UI. The game is available on the [Collegeology website](#).

Leviathan ~ Fall, 2012 - Current
Role: Designer & 3d Modeler

A project done in partnership with Intel, directed by USC faculty Scott Fisher and Alex McDowell. Our goal was to use the universe from Scott Westerfeld's Leviathan series to create an interactive, story experience. I was in charge of designing and creating a rough model for the whale.

The Ballad of Tam Lin ~ Spring, 2012
Role: Designer & Artist

A semester long game exploring distinct visual styles and motion controls. I developed the papercut style used in this project, and created all art assets and animations, as well as acting as a co-designer with my USC classmate Richard Emms.

Step 5: Your Portfolio Website

Page 3 - for each project



30 Second Teaser:



3 Minute Trailer:



Action in Motion

Action In Motion is a two-semester-long student pitch project at Carnegie Mellon University's Entertainment Technology Center. The goal of the Fall 2011 semester was to build a vertical slice of Hack-and-Slash gameplay using the Kinect.

Recently, the team was approved for a second semester of work on the project, beginning this Spring 2012. Moving forward, the focus will be on experimenting with a one-handed wireless joystick to supplement the Kinect.

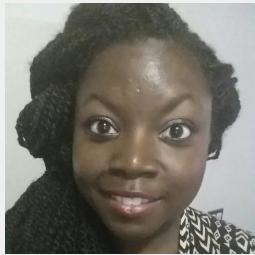
The end goal is to build a Hack-and-slash demo that keeps a joystick for intuitive navigation, while preserving the best the Kinect has to offer for motion control in combat.

For this project, we worked in a team of four. The lead programmer and I collaborated on the game's design, while I took care of modeling, rigging, and animation.

The screenshots to the left show playtests from late last December, when the game first became playable. I was responsible for modeling, rigging, and animating the characters, as well as modeling and lighting the environment. Pehong Tan handled all concepting and texture work for the project, while Anthony Palma and Adam Lederer acted as the core programmers.

[Project Website](#)
[Full Playthrough \(Part 1/2\)](#)
[Full Playthrough \(Part 2/2\)](#)

Step 6: Your Online Presence



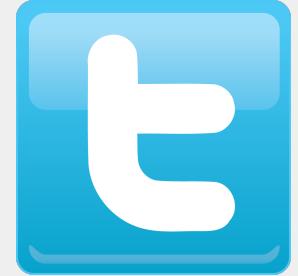
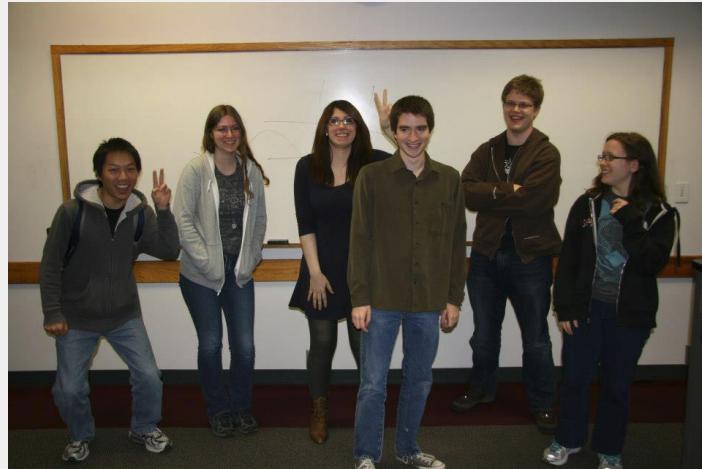
Maria.Mendoza@Gmail.com



SenseiBattleStar334@Gmail.com



Step 7: Start Looking for Friends!



Step 8: Best Foot Forward

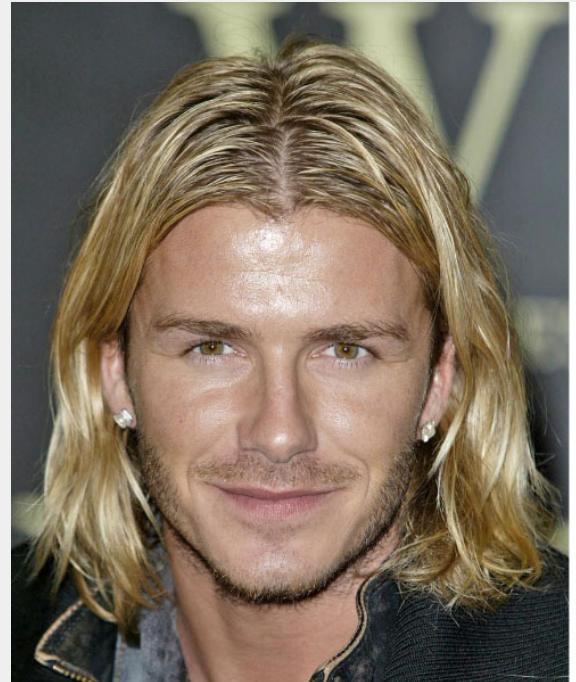
Do you wash your hair **multiple times** a week and shower **daily**?

Do you use deodorant that isn't Axe?

Do you use a body wash/bar soap?

Do you brush your teeth **twice a day**?

Do you sleep enough?



Step 8: Best Foot Forward

Should I wear this fedora?



Are you literally Notch or Don Draper?

Yes

What the hell are you doing at this talk?

No

Don't wear the fedora

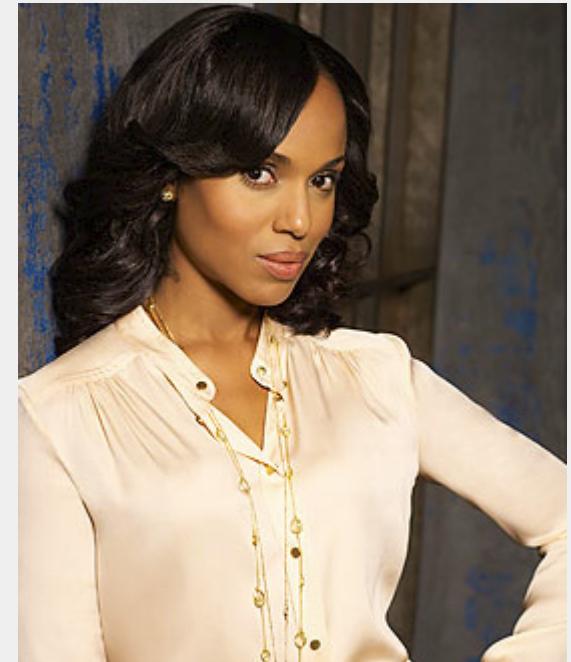
Step 9: Network Smart

- Follow up - Twitter, Facebook, email
- "Can I buy you a beer/lunch and listen to your stories from the trenches?"
- Congratulate contacts when they release games
- If competitive player: ask if they'd be up for playing a game sometime
- FRIEND FIRST. CONTACT SECOND.**



Step 10: The Interview and Offer

I've got an interview, now what?



Penultimate Note

If anyone ever makes you uncomfortable about your gender, race, gender identity or sexual orientation at any kind of networking event, get out of there. You're worth more than that.

Final Note

""The brick walls are there for a reason. The brick walls are not there to keep us out. The brick walls are there to give us a chance to show how badly we want something. Because the brick walls are there to stop the people who don't want it badly enough. They're there to stop the other people."

Got questions? @katiechironis
or [kchironis@gmail.com!](mailto:kchironis@gmail.com)