



Many Paths, One Goal: Alternative Ways to Break In

Michelle Flamm
Tim Hargreaves
Michelle Hill
Alyssa Hoey
Josh Raab



What this talk is not

- Looking down on education
- Stating that a “traditional” path is wrong





Agenda

- Introductions
- Our “one big tip”
- Q&A





Questions?

- Tweet with the hashtag #gdcpaths





Introduction

Josh Raab
Associate Game Designer
Big Huge Games





All the Paths

- (ancient history degree?)
- Internships
- Freelance
- Board game
- Indie studio
- Grad school





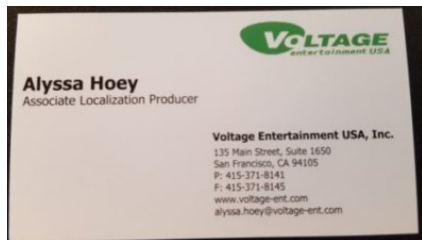
Introduction

Alyssa Hoey
Junior Localization Producer
Voltage Entertainment





Can



?

Yes it can!





Introduction

Michelle Hill
Motion Capture Specialist
2K Games





My path in a nutshell...

- Studied Character Animation for Games
- IGDA Scholar 2013
- Animated on the game Outer Wilds (during Alpha)
- Likes finding “interesting” projects to work on





Introduction

Michelle Flamm
Systems Designer
Independent





Introduction

Tim Hargreaves
Release Manager
Contracted to Intel

For now...







Tips for Success

Alyssa



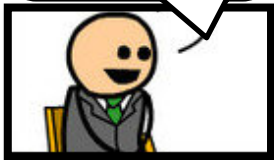


How?!

Leverage your awesome life experiences!

You have no experience in this industry. What skills can you bring to this company?

I have had my heart broken in English and Japanese...



WELCOME ABOARD!



Take a chance and say YES!

Yes! I can do all the things!!



Work like a POSSESSED Beaver!?!





Tips for Success

Michelle H.





Tips for Success

Josh





Tips for Success

Michelle F.





Tips for Success

Tim







Q&A





How do people normally react when you tell them your story?





How do you explain a complicated job history when coming into the games industry?





With no experience in the industry, how do you convince recruiter/HR that your alternative skills are applicable?





What do you think you missed out on by taking the path you did?





What did you learn on your path that you wish more people also knew?

