

Making a Dash for a career in games

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PlayFirst Mobile Games

- Egg vs Chicken is currently #37 paid game
- Getting excellent user and press reviews
- Diner Dash – consistently top 50 grossing game for 2 years. 5 star user review rating
- All Dash games on iPhone have been Top 25 apps
 - Some as high as #2
 - All Dash consistently in Top 200 grossing games
 - All Dash iPad games consistently in Top 100 grossing games
 - Constant updates and iteration across all titles

PlayFirst Mobile Game Projects

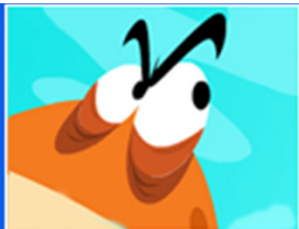
- 2-3 months development time per project
 - 1-3 engineers
 - 1-2 artists
 - 1 game designer
 - 1 producer
- 3 top engineers in Ireland (expanding!)
 - Huge success on Dash games & EvC to date
 - Building a tight-knit engineering team in Ireland
 - Focused on **original game development**
 - Looking for experienced C++ game engineers
 - Further expansion planned

Mobile Engineering Interviews

- Key things we look for
 - Good Computer Science degree
 - Strong **C++** experience and general coding skills
 - Games development experience
 - Junior: Polished **dem**os
 - Senior: Published games
 - Personality, communication skills & team fit
- Things that help
 - Good English skills (email, comments, docs)
 - Wide programming experience (non-games, languages)
 - Mobile platform experience

Make demos!

- Good demos win arguments:
 - “You should hire me”
 - “We should add this cool gameplay feature”
 - “You should set up a game studio in Ireland”
- Demos demonstrate *commitment & passion*
 - Excuses = no hire
 - “To get a job as an Entry-Level Programmer, you **must develop game programs on the side** and demonstrate your talent, ability to code, and motivation to finish projects...” – Dave Perry
- gamedevelopers.ie – *Indie Dev Days*



00/01
00/02
00/01

Pause



Your Hiring Demo

- From employer's perspective
 - Group college projects are not ideal
 - Individual Final Year Project / Thesis is good
 - Project you created in your own time is perfect
- **Forget** about making money
 - Make it free
 - Only goals are to get your work seen and learn
 - Your game idea will not make you rich – sorry ☹️
 - See: “Why Your Game Idea Sucks” on <http://www.escapistmagazine.com/>
 - Don't set up as an indie until you know what your doing

- Write demo in C, **C++** or ObjC
 - Avoid 'easy' options like .net, Java, python, XNA, etc.
 - C++ is the industry standard. Learn it.
- Employer's won't install or build your app
 - Create **short YouTube** videos
 - Provide full source code online (e.g. github)
- Using a game engine is fine, but remember
 - Employers want to see your code, not engine features
 - Show skills with frameworks (OpenGL, DirectX, OpenAL, ODE, Box2D, ...). Write your own (e.g. A*, scene graph, ...)
- Limit scope to bare minimum
 - Slick menu & one 5 min level is perfect

C++

- C# & Java are fine languages
 - Good to see a variety of languages on a CV
 - Bottom line: Most commercial games & middleware are still written in C++. Ignore that, limit your options.
 - Read one book: “Effective C++” by Scott Meyers
- Why C++?
 - Performance & cross platform support (cost)
 - Takes a **long** time to get really skilled at C++
 - Proficient in C++, you can learn other languages quickly
 - Study open source libraries & engines, design your own.

Soft Skills

- Treat **everyone** with respect & humility
 - Best strategy. Zero benefit to not.
 - Never publicly slag any industry person or company
 - Previous colleagues are a huge resource – treat them well
- Be a great person to work with
 - Be honest about mistakes and weak areas. Learn.
 - Take responsibility, never point fingers
 - Let your work speak for itself. Give credit where it's due.
- Align your goals with the business
 - Strong engineers with communication skills & business sense are hard to find and very valuable

Soft Skills

- Broaden your life experience, do social stuff not involving computers & coding
- Be Irish! Smile and have fun.
 - It opens doors everywhere
 - We have a great reputation in the US tech industry
 - We're adding an Irish Pub to Diner Dash 😊
- Take every opportunity to grow
 - Volunteer for important projects, conferences, important meetings, give talks, attend industry events (GDC)
 - “If you're not a little bit scared, you're not doing it right”

Summary

- Create game demos to break into the industry
- Write those demos in C++
- Target your demo & skills to the market
 - Social and Mobile are **very** hot right now
 - PC & console losing ground
- **We're hiring!**
 - Building a tight team of rock star C++ engineers
 - Developing original chart topping mobile games