

CAREER OF THE WEEK: Computer Games Designer

What does a computer games designer do?

Computer games designers bring virtual worlds to life. They create the ideas, characters, rules, and storylines that make games fun and engaging. A designer decides how a game works, from its levels and challenges to how players interact with it. Some focus on gameplay and mechanics, while others design characters, environments, or the overall look and feel. They often work in teams with programmers, artists, and sound designers, using both creativity and problem-solving skills to build games that players love.



What can I expect to earn as a computer games designer?

Starting salaries are usually around £20,000 to £25,000 a year. With more experience, designers can earn £30,000 to £45,000, and senior or lead designers can make £50,000 or more. Pay depends on your role, the size of the company, and whether you're working for a large studio or an independent developer. Successful freelance designers or those working on hit titles can earn significantly more.

What subjects should I study to become a computer games designer?

At school, subjects like Computer Science, IT, Maths, and Art are especially useful. English can also help with storytelling and script writing. At college or university, many people choose degrees in Games Design, Games Art, Animation, or Computer Science with a focus on games. Some courses combine technical skills, such as coding and 3D modelling, with creative areas like narrative design and visual art. Employers also value a strong portfolio of projects you've worked on, which shows your creativity and practical skills.

How can I start my career as a computer games designer?

There are different routes into this career. Some people go to university to study a games-related subject, while others take college courses or apprenticeships in creative media, games development, or software engineering. You can also learn a lot independently by making your own games, using free tools like Unity or Unreal Engine, and sharing them online. Building a portfolio is key – it's evidence of what you can do. Work experience placements, game jams (competitions to make games in a short time), and internships are also great ways to gain contacts and experience. The industry is competitive, but with passion, persistence, and a willingness to keep learning, you can build a rewarding career in designing the games of the future.

To research local education and training opportunities that could lead to a career as a computer games designer, visit our partner website www.logonmoveon.co.uk

Other useful websites to find out more about a career as a computer games designer:

National Careers Service – Computer Games Developer <https://nationalcareers.service.gov.uk/job-profiles/computer-games-developer>

Prospects – Games Designer <https://www.prospects.ac.uk/job-profiles/game-designer>

ScreenSkills <https://www.screenskills.com/job-profiles/browse/games/>



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