



- Art & Design Pathway ●
- Technical Arts Pathway ●
- Visual Effects Pathway ●



### Data Capture Technician

Based on set they collect information about the live-action footage that the VFX team needs.

### VFX Supervisor

Responsible for the whole VFX project, they manage the pipeline, including all the artists and digital elements produced for a project.

Production

### Junior Artist

This role could be in either pre- or post-production, they could be a Junior Layout Artist, Junior Lighting Artist or Junior Modeller.

### Junior Compositor

Takes on tasks to support the Compositor, helping also with rendering and the quality of images.

### Junior Animator

Working in 2D or 3D a Junior Animator will help create animations by completing various tasks.

### Prep Artist

Working closely with the compositing team Prep Artists use various paint techniques to prepare 'plates' to be layered on by Compositors.

### Roto Artist Compositor

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Compositing

Post-production

### QA Tester

QA Testers assess speci c aspects of a game writing detailed reports of each bug found and then re-test once the development team has resolved the issues.

### Build Engineer

Responsible for testing code and ensuring the continuous stability of a game, they have in-depth knowledge of build systems.

Quality

### Level Designer

Using systems and mechanics composed by Gameplay Designers they create the problems players solve in each 'level'.

### UX Designer

They are responsible for making the game enjoyable and easy for players planning what the game communicates back based on their play actions.

### UI Designer

They design the screens through which a player moves, creating visual elements player interactivity as well as the Heads Up Display (HUD).

### Gameplay Designer

Responsible for bringing ideas, constructing prototypes, creating interactive narration and developing the game's mechanics. They are liable for how the game evolves and plays.

### Lead Designer

Responsible for driving a game's vision from concept to functionality, they lead a team of designers to construct game characters, story, interfaces, and rules.

Design

### Generalist Programmer

Working with QA testers they identify and repair weaknesses in the system nding e cient ways to code a game.

### Arti cial Intelligence Programmer

The non-playable characters (NPCs) need to convey realism, AI Programmers write the code that determines how characters act.

### Engine Programmer

Creates functionality, rewrites systems, and xes technical glitches, they develop the game engine.

### Gameplay Programmer

They develop and write the software and code to bring a game to life, conducting the rules that command gameplay.

### Physics Programmer

They write the code based on the laws of physics to make realistic events, it's a ne balance between physics, programming, and gameplay.

### Tools Engineer

They provide and maintain the best software programmes to make games design, art, and programming easier.

### VR/AR Programmer

Research and development are key in this role to write code creating immersive, virtual, and augmented worlds.

Programming

