

# Computer Games Developer/Designer

Computer games developers/designers make games that can be played online, and on mobile phones, PCs and games consoles.

## ANNUAL SALARY

**£19,500 to £59,000**

Average UK salary in 2019 was £29,588  
(source Office for National Statistics)

## WORKING HOURS

**30 to 40 a week**

You could work: evenings / weekends; occasionally

**+3%**

## FUTURE EMPLOYMENT

There will be 3% more Computer games developer jobs in 2024.  
[In your local area](#)



## What's it all about?

### What you'll do

#### Day to day tasks

Your day-to-day tasks could include:

- deciding what a game will look like and how it can be played
- coming up with your own original ideas or working from an existing concept
- creating the game's visual characters, objects and scenery
- producing concept art and drawings or storyboards at the planning stage
- bringing the characters, objects and scenery to life with computer modelling and animation software
- creating the code to make the game work

#### Skills and Knowledge

You'll need:

- design skills and knowledge
- analytical thinking skills
- the ability to write computer code
- to be thorough and pay attention to detail
- maths knowledge
- the ability to come up with new ways of doing things
- the ability to use your initiative

- complex problem-solving skills
- to have a thorough understanding of computer systems and applications

## **Working environment**

You could work in a creative studio or in an office.

## **Entry requirements**

You can get into this job through:

- a university course
- a college course
- an apprenticeship
- working towards this role

## **University**

You could do a foundation degree or degree in:

- computer games technology
- computer games development
- computer science
- interactive media
- mathematics

You may have an advantage when you look for work if you do a degree that has a work placement.

## **Entry requirements**

You'll usually need:

- at least 1 A level, or equivalent, for a foundation degree
- 2 to 3 A levels, or equivalent, for a degree

## **College**

You could do a college course, which may lead onto more advanced qualifications or a higher apprenticeship, or help you to get a trainee position with a company. Courses include:

- A level in Computing
- T level in Digital Production, Design and Development
- Higher National Diploma in Creative Media Production or Games Development

## **Entry requirements**

You may need:

- 4 or 5 GCSEs at grades 9 to 4 (A\* to C), or equivalent, including English, maths and computing
- 4 or 5 GCSEs at grades 9 to 4 (A\* to C), or equivalent, including English and maths for a T level
- 1 or 2 A levels, or equivalent, for a higher national certificate or higher national diploma

## Apprenticeship

You could do an advanced or higher apprenticeship in creative and digital media or software development, or a software developer or junior 2D artist higher apprenticeship.

### Entry requirements

You'll usually need:

- 5 GCSEs at grades 9 to 4 (A\* to C), or equivalent, including English and maths, for an advanced apprenticeship
- 4 or 5 GCSEs at grades 9 to 4 (A\* to C) and A levels, or equivalent, for a higher or degree apprenticeship

### Work

You could start as a quality assurance (QA) tester if you have plenty of experience of game playing.

You'll usually need an IT qualification or work experience. Employers will be interested in your talent and creativity. You may also find it helps to have A levels or a diploma in relevant subjects like computing or media production.

### More information

#### Career tips

You can create a portfolio of work or online demo to highlight your skills to potential employers.

#### Further information

You can get more advice about working in games development from [ScreenSkills](#).

### Employment by region

Region	Jobs
East of England	29,089
Scotland	20,883
North East	6,962
East Midlands	15,493
Northern Ireland	4,976
London	68,826
Yorkshire and the Humber	17,111
South West	21,956
Wales	7,364
West Midlands	21,108
South East	56,472
North West	24,953

### Career path and progression

With experience, you could become a senior developer, producer or technical director.

If you develop your own successful game independently, you could increase your income significantly.