



- 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 Composer

Takes on tasks to support the Composer, 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.

Compositing

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

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

QA Tester

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

Post-production

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 finding efficient ways to code a game.

Artificial 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 fixes 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 fine 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

