Large international games publishers publish most of the world’s computer games. Murdoch graduates are well equipped to work in these industries as the degree structure is designed to produce software developers and engineers capable of working in both the international games industry and the Information Technology industry worldwide.

Your strong practical software engineering skills will assist in finding employment as software engineers and developers in a number of industry sectors: games; resources and mining; banking and finance; health; industrial simulation; software consultancy; aerospace, defence and security. Graduates who have completed a second major in Computer Science will be able to demonstrate a wider range of skills, enhancing their employability in the IT sector.

As most of the software that is built in Games Technology is too large for one person to build alone, you will be able to market your strong collaborative and project management skills. Demonstrating the ability to be creative and innovative also translates to strong employability in the conventional IT industry where many of our graduates ultimately choose to be employed.

Engage in your career before you graduate

Get involved in the Digital Games and/or Software Development Industry by being an active contributor to your student group and developing a portfolio of relevant work examples. You will further benefit by researching and networking within the industry well before you complete your degree. LinkedIn is a powerful research and promotion tool. Use LinkedIn to build a list of possible employers in Australia and overseas and find where they post graduate jobs, so that you can see what skills they are interested in and use it to promote yourself to others.

Some ideas for boosting your job prospects:

• Attend local meetup.com groups dedicated to software design and development. This is a fantastic free way to learn new skills, practice networking and meet developers and designers. You can ask how they got started and what their job is really like;
• Work experience (including volunteering) in software development will set you apart from most students
• Participate in game development challenges, such as Ludum Dare and Global Game Jam.
• Attend events targeted toward Game Technology e.g. Perth Games Festival, Playup Perth

• Engage in curricular opportunities through University (e.g. Peer Tutoring, coderdojo, Mentoring or Leadership Programmes)
• Join and organise events for your associated student group (MITS), especially in drawing industry professionals together or set up an IEEE group at Murdoch.
• Volunteer through The Murdoch Volunteering Hub (situated next to the Guild Shop on Bush Court).
• Engage with the Careers and Employment Centre for help with career planning.
• Seek out Work Integrated Learning Opportunities and apply for graduate Programs, Vacation Work etc.
• Create an image of yourself as a “can-do” person with a strong positive attitude towards work. Take responsibility for your work and learning.

The experiences above will complement your degree and will give you the confidence, knowledge and industry contacts to make an effective transition to employment upon completion of your degree. Employers can have high expectations of graduates, so these suggestions can set you apart from the crowd. You should start early – don’t wait until you graduate.
Careers and Industries
Software Design and Production/Games Technology

Games Technology related roles would be in any area where software development and engineering is required. Graduates would be uniquely qualified to work in entertainment computing, simulation, visualisation and serious games. Some example job roles are:

- Software Engineer
- Physics Programmer
- Network Programmer
- Gameplay Programmer
- Game designer
- Systems Designer
- Web Developer
- Mobile applications developer
- Systems Engineer
- Software Tester

Adaptability of your Software Design and Production/Games Technology degree and alternative careers:

Your skills in analysis, research, design and technology combined with a very strong background in software design and programming can be applied to many other careers.

You will be qualified for occupations listed in the Australian Computer Society’s Common ICT Job Profiles and Indicators of Skills Mobility document that looks at mobility of graduates locally and internationally including:

- Software and Apps Programmer
- Systems Analyst
- Analyst Programmer
- ICT Consultant
- ICT Architect
- Software Engineer

Further Information:

- Murdoch University Intelligent Virtual Environment and Simulation group http://vegas.murdoch.edu.au/ives/
- International Game Development Association http://www.igda.org/
- Lets Make Games http://letsmakegames.org/
- Perth Independent Game Makers Initiative http://pigmi.org/
- Tsumea – Australian game developer community and job board http://www.tsumea.com/
- ACM – SIGGRAPH http://www.siggraph.org/

Keep up to date, like us on Facebook. Murdoch Careers and Employment Centre.