



SQUARE ENIX®



# Resumes **and** Portfolios

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# Some facts

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- Most recruiters can be very hard to reach, we are bombarded with requests. Unfortunately we cannot reply to every single one
- We know you are motivated, passionate about gaming and really want to work in video games, but you need to show it
- Gaming is very competitive and you will need to differentiate yourselves in order to get into the door and impress the recruiter
- Your profile might not be interesting one day and be the next; project needs change!
- Do not hassle recruiters by applying every week
- This is 2012, paper and DVD resumes are out
- On average we spend ..... on your resume
- Recruiters are nice! They are people too!
- You should always treat them nice, don't forget they are the gatekeepers! (bribes work good)

# Your resume should always contain the following

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- Your accurate contact information:
  - Email, phone number, address
- The link to your portfolio (if you have one, and you should)
  - This link should be at the beginning of your resume
  - Should clearly be identified as your portfolio
- Facts
- Education, job experiences and other relevant information should be dated
  - Month and year
  - In chronological order (oldest to newest or newest to oldest but pick one)
- Your education
  - High-school is unnecessary if you have been to Cegep or University

# Your resume should always contain the following

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- Your experience
  - Past jobs and employers
  - Do not leave out past experiences because they are not “relevant”. They might turn out to be more important than you think
- Your accomplishments > Tasks
  - Action verbs
    - Analyzed, Created, Designed, Directed, Managed, Initiated, Trained, Won, etc.
  - Adverbs
    - Efficiently, Quickly, Rapidly, Successfully, effectively, etc.
- A list of your software knowledge, tools and known languages
  - Working knowledge
- Mention of video games!!!
  - If you are passionate about games, maybe you should mention it?

# Things to avoid on your resume

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- Lying on your resume
  - Getting caught could mean direct dismissal and a note in the HR database.
- Spelling mistakes
  - l33t talk
  - Aks a friend or familly mmebers to chek for mistaks
- The email address you had in high school
  - Avoid weird email addresses, you might find it funny, but others might not. Lose it!
  - Yourname@email.com
- *Unreadable fonts*
- Images and backgrounds that make it hard to read
- Clichés
  - Dynamic, result oriented person!
  - Think outside the box!
  - I have an idea for a game!



# Things to avoid on your resume

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- Information that could expose you to potential discrimination
  - measurements, and physical features
  - Ethnicity (race, culture, nationality)
  - Age
  - Marital status, children, sexual orientation
  - Personal beliefs (religious, political etc.)
- Your Facebook and/or Twitter accounts
  - Unless it's relevant information for the position you are applying for
- A list of all your references
  - "References available upon request"
  - Employers will ask when they need it



# Portfolio

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- You are stuck with it, so might as well make a good one!
  - This is your way to differentiate yourself from the competition
- A good portfolio should contain the following information
  - Contact information (email, phone number, city)
  - Resume (download)
  - Summary of your experience and your knowledge
- Should be clear and easy to navigate
  - Clear sections for 2D, 3D, animation etc.
  - State what you worked on
- Images, Texture Maps, Mesh, breakdown of the work
- You are a Level Designer? A programmer? So what, make one!
  - Sample code, script samples, Level Design, Game Design Documents
- Looks sleek, professional and creative
  - You are going to be judged on the look of your portfolio not just your image samples!



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# The no-noes of Portfolios

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- The opposite of what I said on the previous page!

Or 47 will get you!





I'm not kidding, I know the guy



# The no-noes of Portfolios

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- You know that email you had in 5th grade? Well it applies to your portfolio link as well
  - Lose it!
  - Make it clear and easy to remember, maybe use..... Your name!?
- Free websites:
  - <http://portfolio.deviantart.com/> (will give you a, <http://YOURNAME.daportfolio.com>)
  - <http://carbonmade.com/>
  - <http://www.wix.com> (flash portfolio)
  - <http://www.moonfruit.com/>
- Try to avoid blogs or Facebook, they tend to get people sidetracked and can become cluttered
- Avoid Youtube and Vimeo links, embed them in your website instead!
- Create your own, aren't you supposed to be technical anyways?

# What you should do!

- Network! Network! Network!



- You should create accounts on community sites: CGSociety, Polycount, GameArtisans.org, ConceptArt.org etc
  - Participate!
- Enroll in your local IDGA Chapter and attend events
- Attend trade shows
- **Be unique!**

# Conclusion

- Your resume should be:
  - Concise
  - Clear and easy to read
  - Relevant
  - Factual
- Your resume should **not** be:
  - Messy and unreadable
  - Unrelated
  - Full of mistakes
- Your portfolio should follow the same rules!
- Use technology to help you connect and leverage your profile



# Questions?

[www.eidosmontreal.com](http://www.eidosmontreal.com)

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