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Key Qualities



- Solid Foundations
- “Well Rounded Engineer”
- Motivated



What I'm not looking for



- Games are not (just) about graphics
- Platform experience



My Team



- Are Smart
- Get things done
- Have the tools to create new technology not recreate old technology
- Work as a team, not individuals



Games Courses



- I think that some games courses are excellent
- Only interested in the top 5% - one or two people from the course
- Question: In your eyes, should I only be recruiting from a Games Course?



Graduates from the last 2 years



- 9 Graduates
- All of them could program before they started the course



“What did you find hardest when you joined”



- Being judged on Quality not Functionality
- Working in a team
- Source Control
- Debugging



Something positive to end on



- Dare To Be Digital



From my point of view



- Get the right people on the course
- Don't encourage specialisation too soon
- It's all about the fundamentals