



Programming Computer Games for a Living

The job of computer games programmer may sound too good to be true. It is a fairly lucrative field that is filled with creative minds doing what they love most — programming computer games for a living! Not to be confused with gaming content and design, programming is actually writing codes so that the game will do what it's been designed to do.

Professionally, game design begins with prototypes of game play so that the programmer can experiment with possible algorithms that will create the functioning of the game. Often this portion of coding needs to be met with rapid development so that the game content writers and designers can proceed.

Choosing the development language is next, as different gaming languages are being invented daily in order to meet the laborious demands of the newer games being designed. A good example of this would be the games promulgated by Wii! Working with game logic will unquestionably make astonishing use of the programmer's talents.

The programmer will be responsible to make the particular special effects that the game will feature. Also the programmer is responsible for network performance as well as the artificial intelligence that will make the program not only function properly but also make the game intriguing and fun to play. This is often where game programmers will "shine" as the demand for diverse forms of special effects grows.

Unlike most job opportunities, applying for [software computer jobs](#) as a computer game programmer means that you will have proof of your programming expertise with you. In other words, you must have on hand a detailed portfolio that will blow the employers away. The more dazzling your work, and how flawlessly striking your game demos are, the better.

[Programming jobs](#) occasionally call for a bachelor's degree in computers, and some jobs will even require a Master's degree in programming, but again the true test of your programming intelligence is your portfolio, especially in the highly specialized programming jobs that gaming professionals seek.

Various reports suggest that programming jobs are decreasing in numbers, mainly due to the outsourcing of such jobs. However, the software-programming jobs that deal specifically with gaming will increase. This is because as programmers move onto different facets of programming and specialize in domain-specific programming languages that apply to database management, computer networking, and Internet applications development, the gaming programmers will actually shrink in numbers. This enables "new blood" to enter the field constantly.

If you are seeking gaming programming jobs, it is imperative that you keep up with evolving technology consisting of problem solving methods such as security issues, ever-changing programming languages and techniques, and programs that will work in wireless environments. The growth of 3D graphics alone has prompted the availability of superior programming jobs in the specific field of gaming. [Application programming](#) interfaces (APIs) are also on the rise, which are a set of routines made available to programmers. The point is, of course, that designing coding software for gaming requires a tremendous investment in new technologies to deliver the best results.

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