What Can I Do with This Major?

Simulation and Game Design

AREAS	EMPLOYERS	STRATEGIES
Video Game Design • Programming • Quality Assurance • Game Development • Artist • 2D or 3D Modeling • Gameplay Engineering • Animation • System Design • UX/UI	PC/Video Game companies • Big Huge Games • Oxide Gaming • ZeniMax • Blizzard • Electronic Arts • Nintendo • Sony • Bethesda • Valve • Etcetera Edutainment • Schell Games • BreakAway Games	• Follow local game companies and check Careers sections of their websites for job postings • Practice using different gaming software, either in class or independently • Explore technology-focused job search tools such as Dice.com • Network with UB alumni to identify key skills and industry trends • Identify internship opportunities to gain experience • If interested in UX/UI, consider enrolling in UB's graduate certificate program for UX Design
Television and Film Production • Animation • Effects/Design • Performing Arts • Spectator Sports • Advertising • Public Relations, and related industries/services	Motion Picture and Video industries/companies, as well as Radio and Television Broadcasting companies • Walt Disney Animation Studios • Nickelodeon Animation • Weigel Broadcasting Co. • Pixar • DreamWorks Animation • Studio Ghibli • Blue Sky Studios • Framestore • Cartoon Network Studios • Industrial Light & Magic • Weta Digital • Warner Bros Animation	• Network with UB alumni to identify key skills and industry trends • Identify internship opportunities to gain experience • Do industry research to identify popular technologies to begin developing knowledge of/experience in using them
Medical and Scientific Simulation • Simulation Technology Operations • Administration • Clinical Education • Higher Education (Medical Education)	• Healthcare Industry • Memorial Health System • Medical Simulation companies • NASA	• Network with UB alumni to identify key skills and industry trends • Identify internship opportunities to gain experience

• Simulation-based Assessment • Simulation-based Research • Systems Integration		• Gain laboratory/research experience if possible to prepare for simulation use in target industry areas • Do industry research to identify popular technologies to begin developing knowledge of/experience in using them
Industrial Animation • Aeronautic and Transportation Industries • Property Development	• 3deeit • Triface International • Cadilight • Arise3D • Corporations/Product Manufacturers	• Network with UB alumni to identify key skills and industry trends • Identify internship opportunities to gain experience • Do industry research to identify popular technologies to begin developing knowledge of/experience in using them
Engineering • Scientific Research and Development • Modeling and Simulation	• Manufacturing Companies • Electronics Companies • Consulting Firms • Government • St. Onge Company • Lockheed Martin • Riverside Research Institute	• Network with UB alumni to identify key skills and industry trends • Identify internship opportunities to gain experience • Do industry research to identify popular technologies to begin developing knowledge of/experience in using them
• **Education and government**	• Federal, state, and local government • National Center for Food Protection and Defense • Department of Motor Vehicles • New Zealand Inland Revenue • Public school systems and private schools • Higher education • Nonprofits	• Network with UB alumni to identify key skills and industry trends • Learn about federal job search tools and strategies to understand the process fully • Identify internship opportunities to gain experience
• **Forensics and law**	• Government • Psychiatric and Substance Abuse Hospitals • Investigation and Security Services • Medical and Diagnostic Laboratories • Financial Corporations • Accounting and Law Firms • Private Corporations • Testing Laboratories • Forensic Consulting Firms	• Network with UB alumni to identify key skills and industry trends • Identify internship opportunities to gain experience • Gain laboratory/research experience if possible to prepare for simulation use in target industry areas • Do industry research to identify popular technologies to begin developing knowledge of/experience in using them

• **Architecture and landscaping**	• Architectural, Engineering, and related services • Landscaping services • Government • Construction companies • Consulting Firms	• Network with UB alumni to identify key skills and industry trends • Identify internship opportunities to gain experience • Do industry research to identify popular technologies to begin developing knowledge of/experience in using them •
• **Business and government**	• Federal, state, and local government • Corporations • Fiat Chrysler • Consulting Firms	• Network with UB alumni to identify key skills and industry trends • Learn about federal job search tools and strategies to understand the process fully • Identify internship opportunities to gain experience

Professional Associations/Resources:

- International Game Developers Association
- North American Simulation and Gaming Association
- Academy of the Interactive Arts and Sciences
- Higher Education Video Game Alliance

Prospective Job Titles:

- Game Designer
- Artist
- Programmer
- 2D/3D Modeler
- World Designer
- Level Designer
- Software Design Engineer
- Systems Designer
- Simulation Tester
- Project Manager
- Modeling and Simulation Analyst