

Gaming | Industry Guide

Overview

Gaming is a fast-paced, competitive, and global industry that offers a wide range of career paths for students with interests in storytelling, technology, art, business, and beyond. From programming and design to marketing, sound, and user experience, there are opportunities that align with both creative and analytical strengths. College students can leverage competitions, hackathons, and internships to build skills and get ready for the job market. Over 75% of UChicago students interested in careers in gaming participate in an experiential program to build their portfolios during their time at the College.

FIRST THINGS FIRST

Get started with these resources and stay up-to-date on gaming events and internships!

- **Explore Metcalf opportunities in Handshake** to find paid, substantive internships around the world.
- **Sign up for Career Advancement's industry newsletters** to get regular updates on events and opportunities.

TRY IT OUT

Short-term experiences are a great way to explore career paths, start building your resume, and meet mentors.

- **Job shadow an alum** working in the gaming industry to learn about roles like game designer, programmer, artist, or producer.
 - **Winter Break Job Shadowing** (Dec. 15-19): Apply by Nov. 10
 - **Spring Break Job Shadowing** (Mar.16-20): Apply by Feb. 17
- **Apply for the Winter Game Design Trek** to visit studios, tech companies, and industry conferences where you can network and learn about different roles.
 - **Winter Break Treks** (Dec.15-19): Apply by Oct. 13.
 - **Spring Break Treks** (Mar. 16-20): Apply by Jan. 20.
- **Join a game jam** like [Global Game Jam](#) or [itch.io](#) events to experience rapid game development and teamwork. [UChicago's Game Jam](#) takes place Jan. 16-19!
- **Join a gaming RSO on campus** like UChicago Game Design (UGD) or Phoenix Gaming & ESports to participate in events and workshops that will help you connect with industry professionals and build your gaming toolkit.

BUILD YOUR SKILLS

Whether you're a beginner or already have some gaming experience, UChicago offers many resources to help you build your skills and stand out in the job market.

- **Take classes to build expertise** in topics connected to your gaming interests – this could include Critical Videogame Studies, Video Game Music Studies, Video Games and Language, and Level Design.
- **Build a personal project or mod**, whether it's a small browser game, a Minecraft mod, or a tabletop prototype.
- **Follow gaming industry news & dev blogs** to understand current trends, tools, and challenges in the field.
- **Use game engines like Unity or Unreal** to experiment with tutorials and get hands-on experience.
- **Contribute to an open source project** to collaborate and learn from others in a real-world setting.
- **Learn technical skills** with UChicago courses or free resources like LinkedIn Learning or the Careers in Gaming Learning Path in Udemy. [Request Udemy access here.](#)

GET EXPERIENCE

Get hands-on gaming experience by interning with UChicago employer partners such as:

- **Tech Companies:** Amazon, Google, Meta, Microsoft, and Roblox
- **Gaming Platforms & Publishers:** Epic Games, Playstation, Steam, Take Two Interactive, and Xbox
- **Esports Organizations** Riot Games and Activision Blizzard
- **Gaming Policy & Advocacy Groups** Entertainment Software Association (ESA), International Game Developers Association (IGDA), and Women's Game Jam (USA)
- **Media & Content Platforms:** YouTube, Twitch, and IGN
- **Startups & Indie Studios:** Chyr Studios, Jackbox Games, and Wild Horses Games

FIND OPPORTUNITIES

There are many strategies to find jobs and internships, including applying for posted positions and creating your own opportunity through networking. These resources can help you find opportunities and networking contacts.

- **Attend employer information sessions** to network with recruiters
- **Get personalized support** from a Careers in Gaming adviser:
 - **Eliana Sanchez** has years of experience in tech recruiting and deep knowledge of the gaming job market.
- **Use the UChicago Alumni Directory** and other tools like LinkedIn to reach out to alumni at your target employers

EVENTS

Fall Quarter

- Sept. 29 | Fall Career Fair
- Sept. 30 | UChicago Grad Programs Fair (4+1 Advanced Scholars program)
- Oct. 1 | Google Recruiting Info Session
- Oct. 8 | STEM Research Campus Employment Event
- Oct. 10 | Rural Innovation Challenge
- Oct. 13 | Hack the Tech Hiring Process
- Oct. 15 | Careers in CS Fall Hackathon
- Oct. 17-19 | Year of Games Fall Symposium
- Oct. 20 | Exploring Future Careers
- Oct. 22 | Google Technical Interviews Workshop
- Oct. 23 | Hack the Hiring Process Workshop
- Oct. 24 | JAMFest 2025
- Nov. 4-7 | Grace Hopper Conference
- Dec. 15-19 | Winter Break Treks including
- Dec. 15-19 | Winter Break Job Shadowing

Winter Quarter

- Jan. 8 | UChicago Winter Tech Showcase Finale
- Jan. 15 | STEM Recruiting Night
- Jan. 16-19 | UChicago Game Design Game Jam
- Jan. 26 | Game Jam Showcase
- Jan. 29 | Tech Recruiting Bootcamp
- Feb. 6 | Leadership Conference
- Feb. 10 | Tech Recruiting Bootcamp
- Feb. 19 | Google Chicago Office Trek
- Mar. 16-20 | Spring Break Tech & AI Trek to San Francisco, CA
- Mar. 16-20 | Spring Break Job Shadowing

Spring Quarter

- Mar. 28-29 | Uncommon Hacks Hackathon
- Mar. 30 - Apr. 3 | Careers in Arts & Humanities Week
- Apr. 17 | Digital Assts Trading Competition
- Late-Apr. | Mind Bytes Conference
- Apr. 28 | Internship Best Practices Workshop

UPCOMING DEADLINES

Fall Quarter

- Sept. 29 | Rural Innovation Challenge
- Oct. 10 | Careers in CS Fall Quarter Hackathon
- Oct. 13 | Winter Break Treks
- Nov. 3 | Fall Deadline: 4+1 Programs
- Nov. 10 | Winter Break Job Shadowing
- Nov. 20 | Winter Tech Showcase
- Mid-Nov. | College New Venture Challenge

Winter Quarter

- Jan. 9 | Game Jam
- Jan.12 | Winter Deadline: 4+1 Programs
- Jan. 14 | Trek to Google Chicago Office
- Jan. 20 | Spring Break Treks
- Jan. 25 | Digital Assets Trading Competition
- Feb. 17 | Spring Break Job Shadowing

Spring Quarter

- Apr. 13 | Spring Deadline: 4+1 Programs
- Apr. 15 | Selective Career Cohorts
- May 17 | Summer Tech Showcase



Katherine Waterman, AB'25

Associate Content Producer, Riot Games
Internships: Production Intern, Fourcast Lab; Technical Program Manager Intern, Intrinsic; Software Engineering Intern, One More Multiverse
Post-Grad



Noor Amin, AB '23

Game Designer, Riot Games
Internships: AR Research Assistant, Khomtchouk Lab; Game Design Intern, Babaroga; Technical Game Design Intern, Electronic Arts