Scott Strichart  
**Associate Producer**  
**ATLUS**

**Education Background:**
I graduated from Cal State Long Beach with a bachelor's degree in English with emphasis on Creative Writing. I spent most of my college classes writing short stories, film scripts, and a chunk of a novel.

**Current Job Tasks:**
I'm currently producing the localization of a Japanese SEGA video game for the PlayStation 4. I manage the translation, quality assurance, and certification with Sony and all aspects of the production budget and schedule, all the while interfacing with the marketing team about how to get the game in front of people.

**Favorite Thing About Their Job:**
Writing the English game script is easily my favorite part, as I get to define how the characters sound to North American players. The challenge of balancing the spirit and intent of the original Japanese with language that appeals to English speakers is very rewarding when it's all said and done.

**Piece of Advice:**
Broadly speaking about getting into games, it's important to create. If not professionally, then for yourself. The people getting jobs in games these days have downloaded the tools for themselves, made things in them, and can go into even their first interview with a stunning portfolio. That person is going to get the job every time over someone who simply has an idea they've never acted on.

Christopher Magoun  
**Game Designer**  
**Social Gaming Network**

**Education Background:**
Bachelor's of Science in Game Art & Design from the Art Institute of California - Orange County

**Current Job Tasks:**
Create new content for the game Cookie Jam. This includes creating new game levels, and gameplay features for the game.

**Favorite Thing About Their Job:**
The ability to work in a creative environment with several like-minded individuals, and to be able to craft gameplay experiences for players.

**Piece of Advice:**
Expand your skill set as much as you can. You should never stop trying to improve your skills with a variety of tools and you should always try to keep up to date with them. Also, the best way to get into game development is to make games. If creating a game from scratch is too daunting, try working with game mods first.
Jeff Weidner
Animator
Insomniac Games

Education Background:
I was an English major at UCI. After graduating and working in marketing for a number of years, I went back to school at AnimationMentor to learn animation.

Current Job Tasks:
I get to work on amazing games, collaborating with some of the most talented people in the gaming industry, creating animated entertainment for all ages.

Favorite Thing About Their Job:
Being an animator is an opportunity to bring characters to life and help tell a story that keeps people engaged and interested in finding out what happens next in a game. I love being a part that!

Piece of Advice:
Get a portfolio or reel of your absolute best work. Be open to critiques of that work. Start introducing yourself to people in the industry and stay in touch with them. Don't let rejections keep you down - they'll happen and you'll need to put them behind you. Stay positive, be persistent (but not overly so!), keep working on your own material.

Buffy Bailey
Previsualization Artist
Halon Entertainment

Education Background:
I have a B.A. in Visual Arts from UCSD and completed the AnimationMentor online program.

Current Job Tasks:
I animate CG characters and wrangle Motion Capture data for the Previsualization stage of films and commercials.

Favorite Thing About Their Job:
Discovering new ways to bring an imaginary character to life.

Piece of Advice:
Stay involved in art and animation communities as much as you can, even after graduating - either through your school, online, or through other programs. They can be a great resource for job opportunities throughout your career and encourage you to keep on mastering your skills!