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:
We're currently developing Spider-Man for the PlayStation 4, so I get to work an amazing game, collaborating with some of the most talented people in the gaming industry. Being able to animate Spider-Man is like a dream come true!

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!), and keep working on your own material.
Digital Art, Design, & Animation

Scott Strichart
Associate Localization Producer
ATLUS/SEGA

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 franchise 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

*Senior Game Designer*
*Jam City*

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

**Current Job Tasks:**
Creating game content for Cookie Jam and another unannounced title. I do both level design for both games as well as systems design for the unannounced title.

**Favorite Thing About Their Job:**
Getting to work with awesome, like-minded people making games every day.

**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..