



For more from Harvey, follow her on Twitter @missharvey

PAID TO PLAY

THIS GIRL TURNED HER HOBBY INTO A SUCCESSFUL CAREER.

BY COURTNEY RUNN

Have you ever wished you could get paid to play video games? That's exactly what Stephanie Harvey does. Stephanie is a world-class gamer and game designer who has competed in the competitions around the world and designed her own games. This year, she was listed on Forbe's "30 under 30" list for games. We asked her to share her story with us...

Harvey poses with UBINATED, her champion Counter-Strike team.

STEM JOBSSM: What made you want to become a game designer?

STEPHANIE HARVEY: I decided to become a game designer because I didn't know what I could do with my skills. I really wanted to be in the gaming industry and while in my college studies, I noticed I just wanted to go for that and I fell in love with the job.

STEM JOBSSM: How does it feel to be in a field that is regarded as "mostly male dominated?"

STEPHANIE HARVEY: I don't think being in the gaming industry is more complicated than any other. It's just how it is. We live in a society that's run by sexuality and unfortunately it affects everybody in their work environment. I don't think it's really more difficult or easier than any other [field.]

STEM JOBSSM: Do you think girls have been underestimated when it comes to game design/playing?

STEPHANIE HARVEY: I think so. I think in general women have to fight to gain respect and they have to prove that they're deserving. You need to suck up to have the respect of your peers and you have to fight to keep their respect.

STEM JOBSSM: Do you have any advice for women looking to pursue a career in the "gaming world?"

STEPHANIE HARVEY: My advice would be the same for everyone. It's good to invest a lot of time and effort to doing what you want in life.

STEM JOBSSM: Were you a big gamer when you were younger?

STEPHANIE HARVEY: I was always a

big gamer but I stopped because I was in so many extracurricular activities. At the end of my high school, I started again and continued all my life.

STEM JOBSSM: What was your favorite game growing up?

STEPHANIE HARVEY: I would say the Mario series and *The Sims*. My parents bought me most of my games so it was always Mario.

STEM JOBSSM: How does it feel to see your designs come to life?

STEPHANIE HARVEY: Something you can't really describe. It's so much crazier when it's somebody else doing the work for you and making your game come alive. It feels so special that someone invested so much time in making it happen.

STEM JOBSSM: How does it feel to play your own games?

STEPHANIE HARVEY: Sometimes you doubt yourself and you're not sure if it'll be alright and when the game works you're so happy it actually works. You never know if it'll fail.

STEM JOBSSM: How has being a gamer helped you in your career?

STEPHANIE HARVEY: It's one of the most important things. A lot of my work I didn't learn it, I just know it. I just know how it should work. From playing games, you just know what's successful and what's not.

STEM JOBSSM: What's your favorite game you've worked on?

STEPHANIE HARVEY: I would say my first one. It taught me so much.

STEM JOBSSM: Do you need to be good at art to design?

STEPHANIE HARVEY: My job, not at all—I don't do any art. You don't have to have art to design.

STEM JOBSSM: What were your favorite classes in college?

STEPHANIE HARVEY: Anything that had to do with working with a team. The reality is that no one makes a game by yourself. Those were the classes that taught me the most. I don't do anything by myself.

STEM JOBSSM: What's a typical day look like for you?

STEPHANIE HARVEY: Well, I code a lot. I make sure there's nothing bothering the game and work through logistics and try to fix them as soon as possible. After that, I check my email. We do follow-up [on the problems] and make sure they don't keep happening.

STEM JOBSSM: What is your favorite part of your job?

STEPHANIE HARVEY: I would say interacting with people and bouncing ideas off of each other. We talk about it and go like, "Oh could we do this?" or "This looks awesome!" and make it better than the original idea. 🎮

FOR MORE INFO ON HARVEY AND HER TEAM, CHECK OUT UBINATED.COM

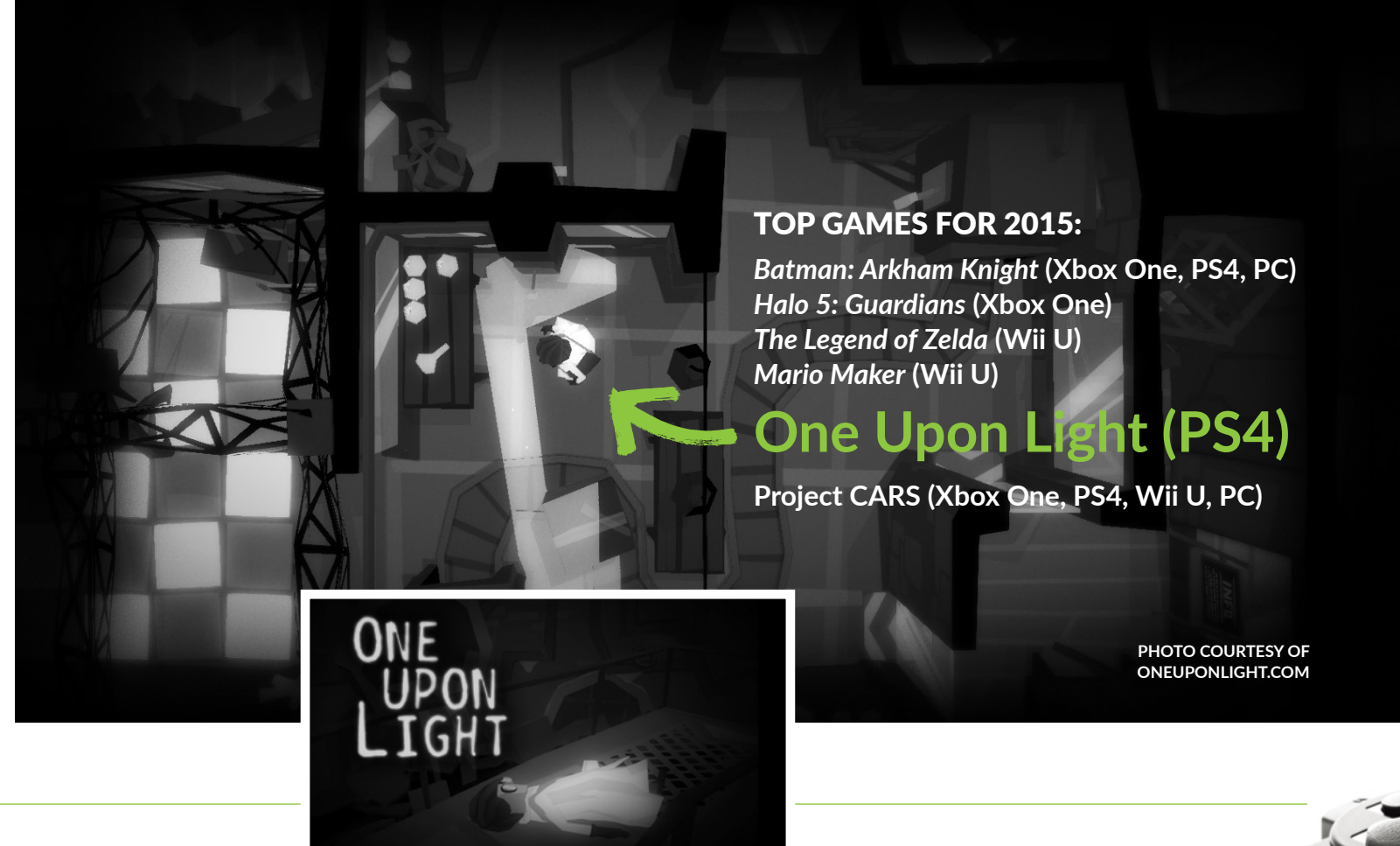
BEHIND-THE-SCENES: VIDEO GAME DEVELOPERS

THEY STARTED OUT JUST LIKE YOU!

BY NICOLE RAYE AND KARIAH CHURCH

STEM JobsSM takes you behind the scenes with the people who make things happen in the virtual world. Check out these writers, producers, designers, programmers and artists who are the geniuses behind your favorite video games. With a creative mind, you can make your dreams come true and be responsible for the magic that is on the other end of that controller in your hand. Follow these hot shots who turned their love of gaming into real

life careers. Get first-hand insight into the happenings in the virtual world and take one step toward your future—and have some fun in the mean time. We also have the first look at the top video games coming to a screen near you in 2015! Check out the must-have games for your holiday list this year. For daily game updates and special news just for you, get connected with the developers by following them on Twitter! Game on.



TOP GAMES FOR 2015:

Batman: Arkham Knight (Xbox One, PS4, PC)
Halo 5: Guardians (Xbox One)
The Legend of Zelda (Wii U)
Mario Maker (Wii U)

One Upon Light (PS4)

Project CARS (Xbox One, PS4, Wii U, PC)

PHOTO COURTESY OF
ONEUPONLIGHT.COM

TOP DEVELOPERS TO FOLLOW:



GAME DESIGNER:

Carmela DeNero

Electronic Arts
@EA

Education:

University of Central Florida, Creative Writing; Florida Interactive Entertainment Academy, Interactive Entertainment

Fun fact:

Carmela was awarded the Soroptimist Female Leaders of Tomorrow award AND she loves football. Girl power.

Currently working on:

Mobile version of Madden NFL



GAME WRITER:

Paul Dini
@Paul_Dini

Rocksteady Studios
@RocksteadyGames

Education:

Emerson College, Creative Writing

Fun fact:

He worked for George Lucas and scripted the animated series Star Wars: The Clone Wars!

Currently working on: Batman: Arkham Knight



GAME PROGRAMMER:

Martin Griffiths
@Griff_

Slightly Mad Studios
@slightlymadteam

Fun fact:

He knew he wanted to work in the video game industry when he began writing games as a teenager on a Dragon 32 home computer.

Currently working on: Project CARS



GAME PRODUCER:

Shigeru Miyamoto
@RealShigeruM

Nintendo
@NintendoAmerica

Education:

Kanazawa College of Art, Industrial Design

Fun fact:

Shigeru's kids did play video games, but he also made them play outside! He also is a huge bluegrass fan and a semi-professional dog breeder.

Currently working on: The Legend of Zelda and Mario Maker



ART DIRECTOR:

Darren White

Slightly Mad Studios
@slightlymadteam

Education:

Loughborough University, Industrial Design

Fun fact:

Darren is a huge film buff, and if he weren't in the game industry, he would love to work on visual effects in film.

Currently working on: Project CARS



GAME DESIGNER:

Yi Xin
@artylope

SUTD Game Lab
@sutdgamelab

Education:

Nanyang Technological University, Fine Arts & Digital Animation

Fun fact:

Yi was a finalist for the Next Great Mobile Game at the Independent Game Festival in San Francisco—proving just how successful girls can be in the video game world!

Currently working on: One Upon Light



LEAD GAME WRITER:

Brian Reed
@BrianReed

343 Industries
@Halo

Fun fact:

He started his career by writing comic books.

Currently working on: Halo 5: Guardians



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	GAME TESTER	SOUND DESIGNER	BUSINESS ANALYST	UI ARTIST	GAME DESIGNER	VIDEO GAME PROGRAMMER	ANIMATOR	ARTIFICIAL INTELLIGENCE ENGINEER	VIDEO GAME PRODUCER	MARKET RESEARCH ANALYST
WHAT WILL I DO?	You provide quality assurance and make sure that any problems, bugs and issues are discovered before launch. Nobody likes a buggy game—these are the people that make sure that doesn't happen.	You are responsible for anything you hear during a game—from giving voice to characters to figuring out how to design the perfect sound to go bump in the night.	You evaluate what your game's audience needs and wants are and create objectives and business strategies to suit those needs. There's never enough time to build everything, so someone has to help prioritize.	You connect the game designer and the programmers—operating on a more visual level to work out the user's view and experience. There are lots of ways to specialize—such as building environments, textures or cinematic elements.	Video game designers are responsible for creating all dimensions of a game world. Not only do they conceptualize stories, they also must engineer a system that accounts for every possible interaction a player may make with the game environment.	You build the games using various computer languages. In all likelihood you are viewing complicated screens filled with lines of code—the instructions that make video games what they are.	You make video games come to life visually and are an integral part of the video game development team. You should get to know physics. Physics is your friend.	Let's face it—nothing is better than a human opponent, unless you don't have a human opponent. It's your job to create that unbeatable nightmare level and call it 'Rookie!'.	You lead the day-to-day operations related to the studio's staff and resources. You also manage project budgets and prepare financial analysis reports for top management.	You help the development and design team determine what products and services to create in what order and for which game. You are the numbers wizard and provide the wild guesses that either bomb or exceed expectations.
MEDIAN SALARY	\$37,000	\$45,000	\$53,000	\$59,000	\$65,000	\$75,000	\$75,000	\$76,000	\$84,000	\$85,000
STEM TYPE	Investigator	Solver	Integrator	Advisor	Designer	Solver	Maker	Designer	Integrator	Explorer
WILL I LIKE IT?	A lot of gaming legends started here.	Fingernails have such potential.	The word 'freemium' makes you smile.	Wait, I can make money with art?	You've been playing games with people for years.	Why would you code anything else?	You are not interested in being tethered to human limitations.	If machines do take over the world, it will be your fault.	You'd like to know if we would be interested in funding your Kickstarter project	You are the ultimate gift giver.
SCHOOLS THAT TRAIN	<ul style="list-style-type: none"> Daytona State College Metropolitan State University Pittsburgh Technical Institute Salem Community College St. Thomas Aquinas College 	<ul style="list-style-type: none"> Westminster College - Pennsylvania— See ad on pg. 17! Bates Technical College Lawrence Technological University Virginia Tech West Virginia University 	<ul style="list-style-type: none"> Harris-Stowe State University— See ad on pg. 11! Armstrong State University Corban University Pacific Lutheran University Saint Louis University 	<ul style="list-style-type: none"> Academy of Art University— See ad inside front cover! Mercy College Meredith College Saint Francis University Salem Community College 	<ul style="list-style-type: none"> Academy of Art University— See ad inside front cover! Richland College— See ad on pg. 29! DigiPen Institute of Technology Mercy College University of Wisconsin - Stout 	<ul style="list-style-type: none"> ECPI University— See ad on pg. 33! Kutztown University Metropolitan State University Santa Clara University Valley City State University 	<ul style="list-style-type: none"> DigiPen Institute of Technology McKendree University Regent University Saint Paul College SUNY Canton 	<ul style="list-style-type: none"> Carnegie Mellon University Case Western Reserve University Virginia Tech Slippery Rock University University of Nebraska - Lincoln 	<ul style="list-style-type: none"> Academy of Art University— See ad inside front cover! Richland College— See ad on pg. 29! Milwaukee School of Engineering University of South Florida College of Engineering Online Valparaiso University 	<ul style="list-style-type: none"> Bethany College Cedar Crest College Loras College Saint Vincent College St. Joseph's College
WHO'S HIRING	<ul style="list-style-type: none"> 2K Games Big Fish Games Electronic Arts Microsoft 	<ul style="list-style-type: none"> Bungie dSonic Microsoft Red 5 Studios Servios 	<ul style="list-style-type: none"> Bethesda Infosys Riot Games Spacetime Studios Ubisoft 	<ul style="list-style-type: none"> Schell Games Storm8 TinyCo Vicarious Visions Voltage Entertainment 	<ul style="list-style-type: none"> Activision Publishing Microsoft Treyarch Trion Worlds Zynga 	<ul style="list-style-type: none"> CrowdStar Gameloft Naughty Dog Papaya Studio THQ 	<ul style="list-style-type: none"> Blizzard Entertainment Cryptic Studios DeNA OtterBase Rockstar San Diego 	<ul style="list-style-type: none"> Blizzard Entertainment Cryptic Studios DeNA OtterBase Rockstar San Diego 	<ul style="list-style-type: none"> BioWare Blizzard Entertainment Carbine Studios MGA Entertainment Storm8 	<ul style="list-style-type: none"> Adaptive Insights Creative Works Electronic Arts Sony Computer Entertainment Warner Bros. Entertainment Group