



Having a strong portfolio is essential!

View some examples of portfolio components from alumni of the Becker School of Design and Technology.
These examples showcase specific well-done components as identified.

3D model, hired by Roackstar: <http://www.mdhopkins.net/project-frame-grumpy-sculpt/>

VFX, hired by multiple gaming companies as a VFX lead: <https://vimeo.com/630265577>

Programming, Software Engineer at Discord: <https://poppgames.wixsite.com/poppgames/vr>

Programming, hired by Google: <https://www.jaredbraun.com/fur>

<https://www.chauhogamedesigner.com/>

Project based is key!

Have visuals depicting the game; even though the designer is not the artist, this helps with context and can help the viewer recognize detail.

Use images that reflect your part of the design. For instance, if you do level design, it makes sense to include images of that, but if you did the narrative backstory/lore, you would include images of the environment that reflected that mood and setting.

If you worked on mechanics you want to include that as well and depict it with a video. Additionally, it is helpful if you can use images of UI reflecting the interactions, etc.

Your portfolio is integral in the depiction of your talent, experience, and unique skill set. However, having an equally strong and cohesive LinkedIn account is crucial as it is your virtual social representation of you and your brand to the interactive media design and technology community!

Use an updated professional profile picture.

List all of the projects you have worked on.