

Game Designer

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Not everyone wants to change the world. Some just want to entertain it. It takes creativity, artistic style, a firm grasp of computers, and just a touch of OCD, mix it up and you have a Video Game Designer.

Art and video games have gotten me through the toughest part of my life, so far at least. I have always enjoyed art, appreciated the beauty in brush strokes, and enjoyed the finesse of drawing. Video games also have finesse and beauty within, people just have to put it there. I intend on joining this world of designers, artists, and coders because I would no longer be a bystander in something I love.

My fascination lies with Blizzard, my favorite company. The stuff they make is fantastical in the sense that it could never exist, yet it does because of immense time and effort within advanced computer programs. They make their imaginations become reality, and that's something that I've only dreamt of doing with my art

I have always enjoyed Fantasy. From trolls, ogres, and goblins to heroes who risk their lives for the world, no questions asked. I've played all Blizzard games, from The Lost Vikings to Diablo, World of Warcraft to Hearthstone, but my absolute favorite would have to be Overwatch. The basic concept is that you play as one of 26 heroes, and you fight against enemy teams over payloads, points, flags, or even kills. Every hero is unique with its abilities, making every game a whole new experience. It is this kind of creativity and thought that makes me want to join the world of game design. It allows me to see what my contributions could do. The creativity and passion put into games helped me out of my bouts of depression, and I want to do the same, help people out of tough times.

Being a graphic designer is going to be tough, with long hours, short deadlines, and complicated computer programs. It's safe to say that this career path isn't for everyone. The average workload for someone with this career is four to five projects per day with about 2 hours to each, plus the work you put in outside the workplace. On average, the workday of a graphic designer lasts 10-12 hours, but the pay is good.

Location also tells a lot about how professional a studio is. Blizzard Studios is located in beautiful Irvine, California, which is a really expensive place to live, as it is right near the beaches.

Blizzard is one of the most prestigious video game companies in the United States, so I have to put in a lot of time, effort, and artistic elbow grease to make this dream of mine pan out, but I feel capable. My artistic sense comes from my trials and hardships. Instead of negativity, I channel it into art. Most of my art is pure emotion, that's how I deal with my problems. It is

because of this that I don't see working at Blizzard Entertainment as a job, but I still think of it as a dream career.

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