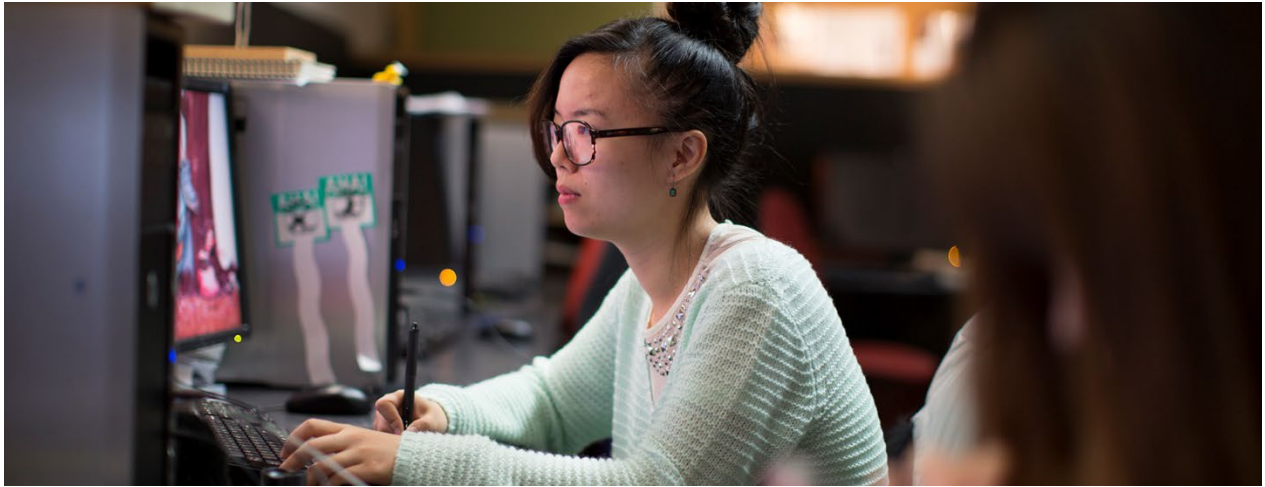


Honours Bachelor of Game Design



Meet our students

As a world-renowned leader in digital media and animation, Sheridan is uniquely positioned to educate the next generation of game designers. Our students are provided with in-demand skills and gain exposure to the technology needed for their success in the industry. Through case studies, simulations and lab projects, our students learn to apply their skills to real-world scenarios, making them ready to meet your game design needs.

Learn more about the classes these students take by visiting [the program webpage](#).

Core competencies and skills

- Applying technical skills in Unity Game Engine, Unreal Game Engine, Adobe Creative Cloud (Illustrator, Photoshop, Audition), Twine, Visio, Articy Draft, Celtx, Maya, Zbrush, and Cinema Suite.
- Scripting in C# and processing languages.
- 2D/3D level designing, 3D modelling, and 2D illustrating and animating.
- Designing characters, narratives, interfaces, and sound.
- Working in team settings and taking on leadership roles in team-oriented game production.
- Utilizing principles of computer science, mathematics, physics, and other technical skills for computer games.

Work term availability

- Summer work term (May – August), taken at the end of Year 3.

Work term capabilities

- Creating compelling game content for multiple gaming applications, including triple-A, serious, casual, and mobile games.
- Participating in every level of game development from initial design to publishing.
- Implementing game assets to execute the production of a game within a team setting.
- Applying comprehensive knowledge of the historical, cultural, sociological, and psychological aspects of computer games to engage with an audience.
- Designing within the framework of an overall narrative structure to create interesting plots, subplots and gameplay for an area or level.
- Conducting project planning and managing production by allocating resources and developing an effective schedule, budget, and milestone plan.
- Adapting to new technologies and environments, and quickly learning new skills and methodologies.

Employer resources

- [Employer webpage](#)
- [Program information](#)
- [Program course schedule](#)

Post a job

To post a job, log in to our online platform [Sheridan Works](#).

Don't have an account? Create one today using our [Employer Registration Guide](#).