

Nelson English Usage

Digital resources for the Australian Curriculum

Résumé bootcamp 4: Writing your résumé

After completing the video game outline and the cutscene script in Résumé bootcamp 3, it's now time for you to write a new resume to go with your job application.

You should research writing a resume or CV (curriculum vitae) online before you begin. Many job websites, such as Seek (www.seek.com.au) provide resume-writing advice to help applicants.

A helpful tool for this exercise is *GAME ON! Tips for Game Design and Development resumes*, from Deakin University, which can be accessed via this URL: www.deakin.edu.au/current-students/assets/resources/services/careers/resume-it-gaming.pdf.

You should also access the Australian Government Job Guide, at <http://www.jobguide.deewr.gov.au/> for more in-depth information about the career of a games developer. The Job Guide also features a Resume Builder that you may find helpful to use.

You will write the resume with the following ad in mind:

Senior game developer

A rare opportunity exists to join **Cloak and Dagger Gaming**, a Melbourne-based, leading developer of MMORPG video games.

In this fast-paced, exciting environment you will lead a dynamic, hard working team of designers, developers and writers to create a new PC-based MMORPG series that turns the writings of Edgar Allan Poe into gaming mythology.

You will produce games of exceptional quality and longevity that meet game performance benchmarks and use maintainable, clear, well-tested code.

You will be one of the most creative minds in your field, with an academic background and qualifications in software and video game design. You will have at least three years of experience in the field with a proven ability to deliver high-quality software, games and apps. Experience with modding is also highly desired.

You are a self-starter with excellent mathematical, analytical, coding, multi-tasking and time management skills, and you can lead a team with confidence and a can-do approach.

You must have superior written English skills, and any prior experience with creative writing, journalism or editing will be highly regarded.

Familiarity with the complete works of Edgar Allan Poe and passion about translating them into amazing gaming plots is a distinct advantage, as is knowledge of Easter egg development.

The position commences in February and is a permanent, full-time role. A company car will be provided and a salary package will be negotiated that is commensurate with experience.

Task

Write a resume of no more than two pages. You can use a Word template if you wish, but make sure that it is not too complex or fussy to work with.

List your experience and qualifications (you will need to fictionalise this to suit the job).

List two references.

Include a cover letter at the beginning (as a third page) that is no more than three paragraphs to introduce yourself to the company without simply summarising your resume. In this, you might explain why the role interests you, any special relevant interests that may help, and reply directly to the advertisement's criteria if the resume itself doesn't give you the opportunity to do so.

After reading your resume, checking it for spelling and grammar errors and consistency, save the document and then convert it and the cover letter to a PDF. Submit these to your teacher.