

My favourite job- Game Creator

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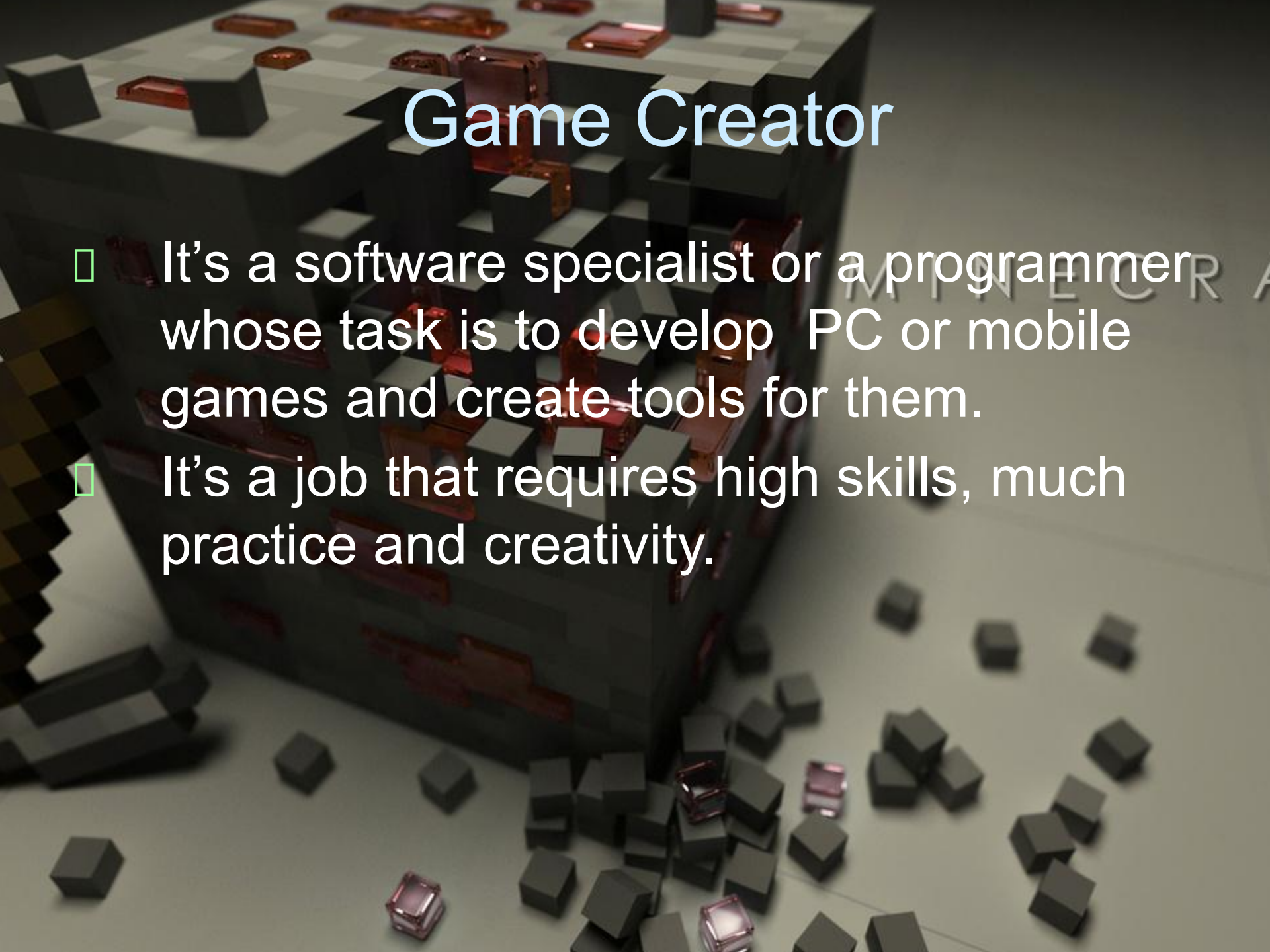
School - 5

Form 8a

Teacher: Savko N.G.

Nebuta





Game Creator

- It's a software specialist or a programmer whose task is to develop PC or mobile games and create tools for them.
- It's a job that requires high skills, much practice and creativity.

Knowledge that is needed for that
job

The diagram features a central vertical white arrow pointing downwards. Two thin white arrows point from the top text 'Knowledge that is needed for that job' to two boxes: a black box on the left and a blue box on the right. Both boxes have arrows pointing towards the central arrow. Below these boxes is a larger blue box, also with an arrow pointing towards the central arrow. The background is a blue-toned image of a target with concentric circles.

1.Higher IT
education

2.Personal interest
In this job

The basics of psychology
of teenagers an adults

Some interesting facts about this job

- ❑ It's a highly paid job and you can do it sitting in a café, at home or anywhere.
- ❑ All you need is Internet connection and creative mood.
- ❑ You can get about 500\$ working for a Canadian company sitting somewhere on the banks of the Uzh.

SUPERCELL

- ❑ This company was founded in Jun 2010 in Helsinki, Finland .
- ❑ The president (Chief executive officer) of the SUPERCELL is Ilkka Paananen.
- ❑ The company's first game was Gunshine.net which you could play on any browser on any computer OS.
- ❑ They started developing games for mobile phones in 2011.

Today they have 3 games Clash of Clans, Hay Day and Boom Beach.