

<p><b>2.CAREERS</b></p> <p>There are several ways to break into the gaming industry.</p> <p>It is important to know what your strengths and interests are and follow that path. The following is a list of possible job opportunities in the Alberta game industry (these can be careers pursued at a game company or opportunities to form your own specialized company)</p>			
<p><b>Audio</b></p>	<p>music composition  sound effects  voice acting  editing  recording</p>	<p><a href="#">Sonic Media</a></p>	<p>For demo reel contact:  <a href="mailto:info@sonicmedia.ca">info@sonicmedia.ca</a>  403-244-5491</p>
<p><b>Business/Legal</b></p>	<p>agents  marketing/pr firms  business management consultants  licensing  industry/market research  legal firms  financing  recruiters</p>	<p><a href="#">Evolve PR</a></p>	<p><b>via email</b>  New business:  <a href="mailto:newbiz@evolvepr.com">newbiz@evolvepr.com</a>  General info:  <a href="mailto:info@evolvepr.com">info@evolvepr.com</a></p>
<p><b>Game Design</b></p>	<p>game designers  level design  writing</p>	<p><a href="#">BioWare</a> ,  <a href="#">Dreamgazers</a>  <a href="#">Interactive</a>,  <a href="#">Firetoad Software</a> ,  <a href="#">HermitWorks</a>  <a href="#">Entertainment</a>,  <a href="#">PixelStorm</a>,  <a href="#">Razberry Design</a>,  <a href="#">Very Big Games</a>,  <a href="#">Wazoo Inc</a>,  <a href="#">XGen Studios</a></p>	<p>careers at Bioware:  <a href="http://www.bioware.com/bioware_info/jobs/">http://www.bioware.com/bioware_info/jobs/</a></p> <p>careers at Dreamgazers:  <a href="mailto:jobs@dreamgazers.com">jobs@dreamgazers.com</a></p> <p>careers at Hermitworks Entertainment:  <a href="mailto:jobs@hermitworksentertainment.com">jobs@hermitworksentertainment.com</a></p> <p>careers at Pixel Storm:  <a href="mailto:jobs@pixelstorm.ca">jobs@pixelstorm.ca</a></p>
<p><b>Game Production</b></p>	<p>project management  localization  documentation</p>	<p><a href="#">BioWare</a> ,  <a href="#">Dreamgazers</a>  <a href="#">Interactive</a>,  <a href="#">Firetoad Software</a> ,  <a href="#">HermitWorks</a></p>	<p>careers at Bioware:  <a href="http://www.bioware.com/bioware_info/jobs/">http://www.bioware.com/bioware_info/jobs/</a></p> <p>careers at Dreamgazers:  <a href="mailto:jobs@dreamgazers.com">jobs@dreamgazers.com</a></p> <p>careers at Hermitworks Entertainment:</p>

		<a href="#">Entertainment</a> , <a href="#">HotRocket Studios</a> , <a href="#">PixelStorm</a> , <a href="#">Rare Method Games</a> , <a href="#">Razberry Design</a> , <a href="#">Very Big Games</a> , <a href="#">Wazoo Inc</a> , <a href="#">XGen Studios</a>	<a href="mailto:jobs@hermitworksentertainment.com">jobs@hermitworksentertainment.com</a>  careers at Pixel Storm: <a href="mailto:jobs@pixelstorm.ca">jobs@pixelstorm.ca</a>  careers at Rare Method Games <a href="http://www.raremethod.com/our_company_careers.php">http://www.raremethod.com/our_company_careers.php</a>
<b>Game Publishing</b>	game publishers game distributors software packaging media replication companies	<a href="#">Blister Entertainment</a> , <a href="#">Orbital Media</a> , <a href="#">XGen Studios</a>	Careers Blister Media: <a href="http://www.blisterent.com/careers.html">http://www.blisterent.com/careers.html</a>  careers Orbital Media <a href="http://www.orbitalmedia.com/jobs.php?track_id=nav_jobs">http://www.orbitalmedia.com/jobs.php?track_id=nav_jobs</a>
<b>Programming</b>	AI programming audio programming engine programming graphics programming hardware/driver programming network programming porting programming technology research tools programming	<a href="#">Autodesk Canada</a> , <a href="#">Chartwell Technology</a> , <a href="#">BioWare</a> , <a href="#">Dreamgazers</a> <a href="#">Interactive</a> , <a href="#">Firetoad Software</a> , <a href="#">HermitWorks</a> <a href="#">Entertainment</a>	careers Chartwell Technology: <a href="http://www.chartwelltechnology.com/employment.jsp">http://www.chartwelltechnology.com/employment.jsp</a>  careers at Bioware: <a href="http://www.bioware.com/bioware_info/jobs/">http://www.bioware.com/bioware_info/jobs/</a> careers at Dreamgazers: <a href="mailto:jobs@dreamgazers.com">jobs@dreamgazers.com</a> careers at Hermitworks Entertainment: <a href="mailto:jobs@hermitworksentertainment.com">jobs@hermitworksentertainment.com</a>
<b>QA/Testing Companies</b>	game testers (freelancers) QA/testing firms		
<b>Video production and motion capture</b>	filming and production post production houses motion capture directors motion capture studios	<a href="#">Cybereye Visioneering</a>	careers at Cybereye Visioneering: <a href="mailto:info@cybereye-visioneering.com">info@cybereye-visioneering.com</a>
<b>Visual Arts</b>	2D animation 3D animation character animation 3D modeling illustration/storyboarding interface design textures	<a href="#">BioWare</a> , <a href="#">Cybereye Visioneering</a> , <a href="#">Dreamgazers</a> <a href="#">Interactive</a> , <a href="#">HermitWorks</a> <a href="#">Entertainment</a> , <a href="#">HotRocket Studios</a> , <a href="#">PixelStorm</a> , <a href="#">Rare Method Games</a>	careers at Bioware: <a href="http://www.bioware.com/bioware_info/jobs/">http://www.bioware.com/bioware_info/jobs/</a>  careers at Cybereye Visioneering: <a href="mailto:info@cybereye-visioneering.com">info@cybereye-visioneering.com</a>  careers at Dreamgazers: <a href="mailto:jobs@dreamgazers.com">jobs@dreamgazers.com</a>  careers at Hermitworks Entertainment: <a href="mailto:jobs@hermitworksentertainment.com">jobs@hermitworksentertainment.com</a> ,  careers at Pixel Storm: <a href="mailto:jobs@pixelstorm.ca">jobs@pixelstorm.ca</a>  careers at Rare Method Games <a href="http://www.raremethod.com/our">http://www.raremethod.com/our</a>

			<a href="#">_company_careers.php</a>
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