BSc (Hons) Games Design
BSc (Hons) Games Programming

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Compositing

Junior Artist
This role could be in either pre- or post-production, they could be a Junior Layout Artist, Junior Lighting Artist or Junior Modeller.

Junior Compositor
Takes on tasks to support the Compositor, helping also with rendering and the quality of images.

Prep Artist
Working closely with the compositing team Prep Artists use various paint techniques to prepare 'plates' to be layered on by Compositors.

Junior Animator
Working in 2D or 3D a Junior Animator will help create animations by completing various tasks.

Layout Artists
Working in collaboration with VFX Supervisors they establish depth and perspective - in 2D this can be drawing backdrops and in a 3D space they would use digital software.

Rigger
Create digital skeletons, defining the range of mobility, animators will use these as the basis for the character movement.

Animation Technical Director
Helping Animators do the best job possible they programme digital tools to help artists.

Audio

Design

UX Designer
They are responsible for making the game enjoyable and easy for players planning what the game communicates back based on their play actions.

Programming

Quality Assurance