

# Video Game Designer

By: Preston Sanner

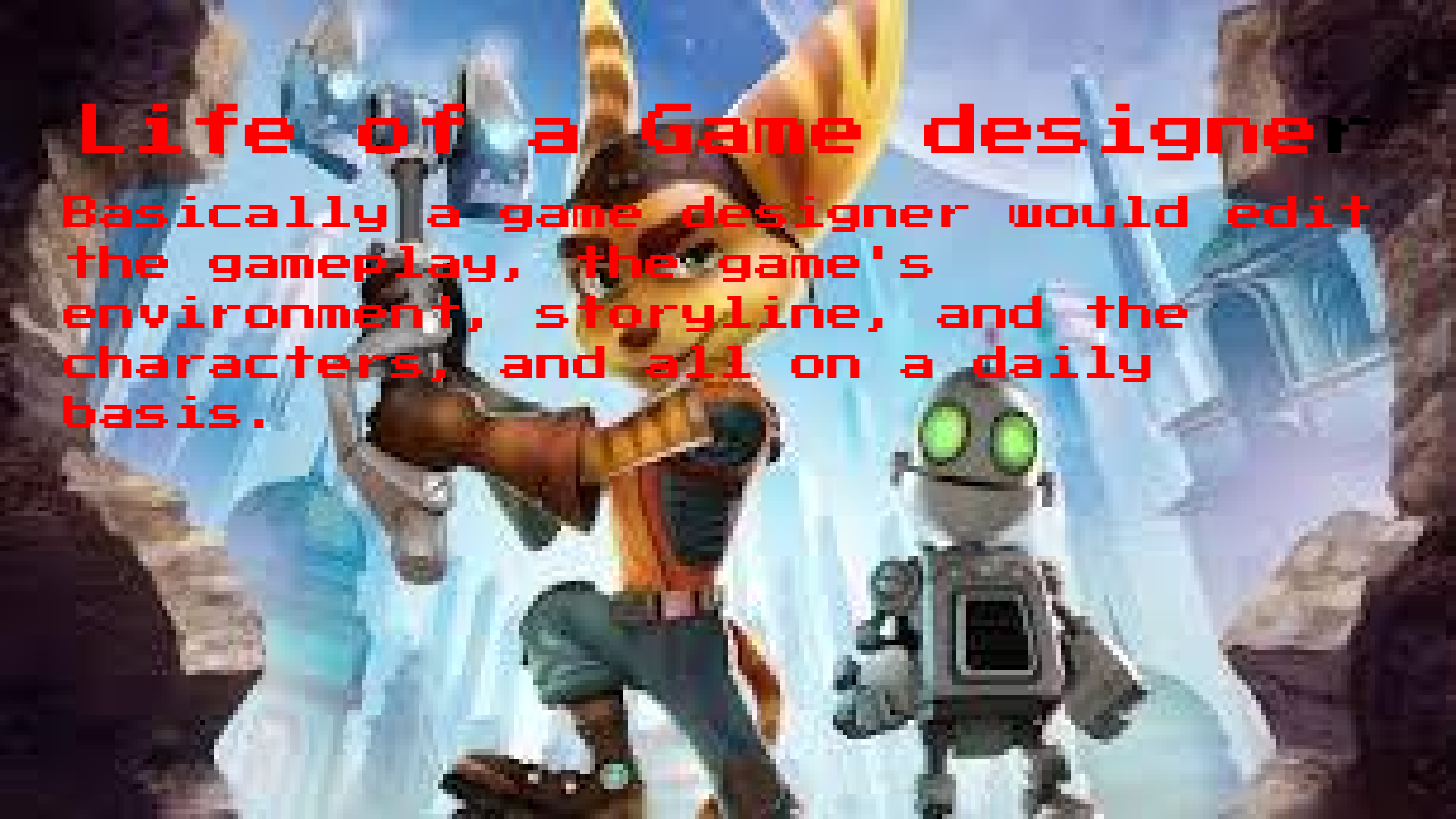
# Definition of Game Designer

A video game designer designs the content, rules of a video game in the pre-production stage and, designing the gameplay, environment, Storyline, and characters in the video game.



# Life of a Game designer

Basically a game designer would edit the gameplay, the game's environment, storyline, and the characters, and all on a daily basis.





# Place of work, Salary, Education and Training

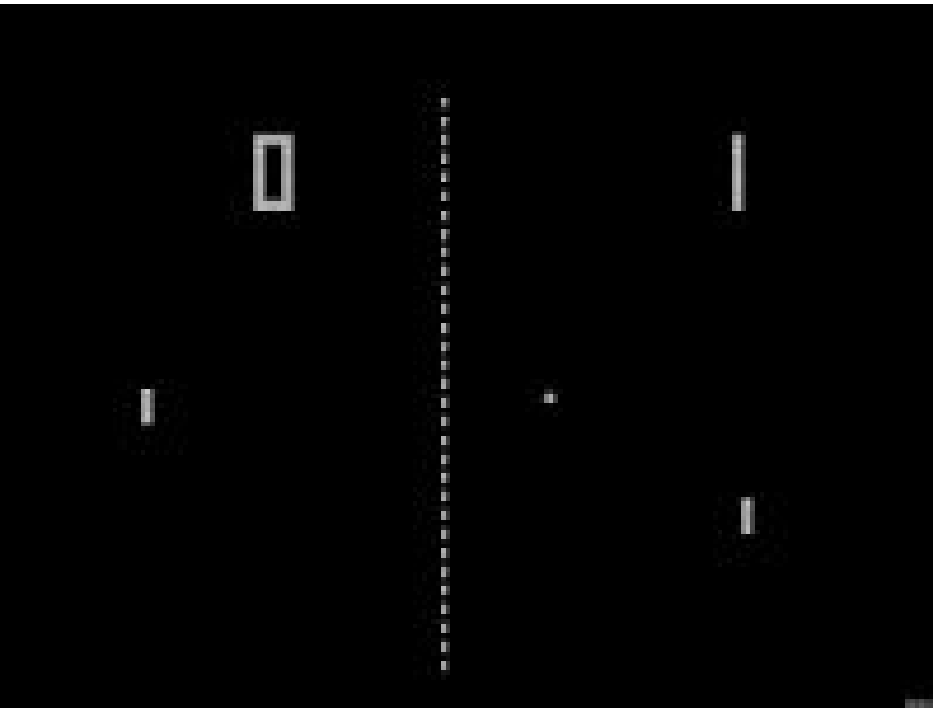
**Place**-Basically anywhere as long as they finish before their deadline.

**Salary**-\$36,128 to \$96,363 for an average designer.

**Education**-Bachelor's degree with computer science, software engineering, and other related training.

# Products

Anything from Pong to the new remake of ratchet and clank.



A close-up, high-angle shot of Link from The Legend of Zelda: Breath of the Wild. He is wearing his iconic green tunic and hat, with a brown strap across his chest. He has a determined expression, looking slightly to the right. The background is a blurred, sun-dappled forest. The text is overlaid on the left side of the image in a white, pixelated font.

What I find  
interesting.

I think it is interesting to see  
some video games that I grew up with  
most of my life and seeing how they  
were made.

# Famous Game Designer

Shigeru Miyamoto



# SUPER

Where he is working-The Nintendo headquarters in Kyoto, Japan.

What college he went to-Kanazawa Municipal college.

Why they chose that career-Because he liked to make video games.

Other interesting facts-He was not the best student in highschool and college. He would always skip classes and not turn in work.





chose to research Shigeru Miyamoto because he had made some of my favorite games like Super Mario. I found that he made some of the most famous games was interesting.

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