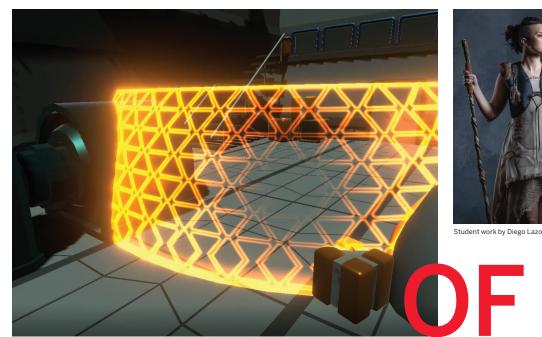
## SCHOOL

## JOIN THE SCHOOL OF GAME DEVELOPMENT AT ACADEMY OF ART UNIVERSITY





Student work by Swati Hathi



Student work by DJ Combee

# **GAME**

# Experience the entire game development cycle,

from brainstorming innovative ideas to designing and developing the art, assets, or code that bring those ideas to life in the hands of players around the world. Our program will teach you the skills you'll need for cutting-edge careers in this ever-growing and exciting industry. To create games and interactive experiences, we work in collaboration with other departments, including:

- Animation & Visual Effects
- Music & Sound Design
- Motion Pictures & Television
- Industrial Design
- Fashion
- Illustration
- Visual Development

Defy the Ordinary, Create the Extraordinary

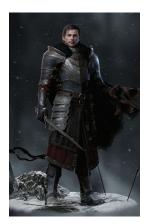


# DEVELOPMENT

## **ACADEMY**

#### Our faculty have worked on games such as:

- Lord of the Rings: Return of the King
- Tomb Raider: Legend
- Sims 4
- God of War
- · World of Warcraft
- Family Guy: The Quest for Stuff





Student work by Justin Minus



Above: Student work by Hyungjin Yang Below: Student work by Jinheng Li

#### **ESPORTS**

Whether you play casually or competitively, our esports program and active gaming community offers students across campus a place to play video and tabletop games. We host weekly game events and tournaments, and sponsor competitive Valorant and League of Legends teams.



Student work by Swati Hathi

Game Development offers on campus and online curricula so that you can build your portfolio.

For degree seekers, we offer AA, BFA, BS, MFA, and MA degrees.

### Companies that employ our alumni:

- Activision
- Bungi
- Double Fine Productions
- EA Dice
- Electronic Arts
- Epic Games
- ILM
- Infinity Ward
- Insomniac Games
- Naughty Dog
- Niantic
- nWay
- Respawn
- Riot
- · Sanzaru Games
- Sledgehammer
- Sony Entertainment
- · Striking Distance
- Unity
- Zynga





# UNIVERSITY

