

ACADEMY OF ART UNIVERSITY

School of Game Development



Degree Options

AAS, AA, BFA, BS, MA,
MFA, On campus, Online
+ UpSkill Classes

Areas Of Focus

- Concept Art
- 3D Art
- Game Design
- Game Programming



STUDENT WORK BY DANNY ALVAREZ

Our Faculty's Game Experience

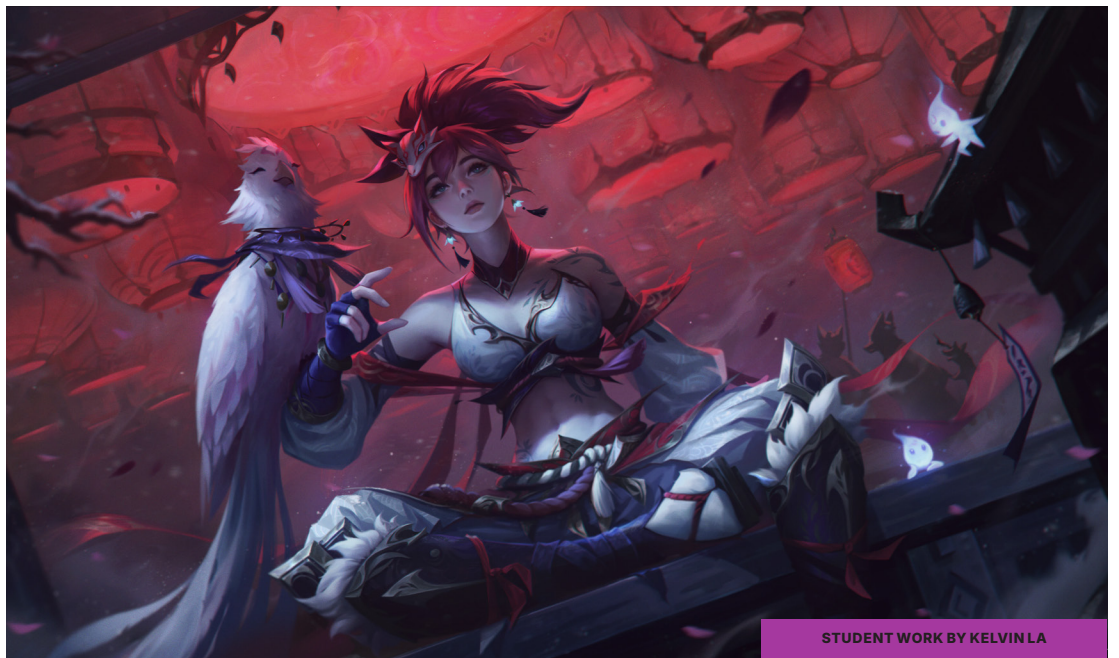
- Call of Duty
- Fortnite
- Frozen Adventures
- Gears of War 3
- Halo 5
- Sims 4
- Tomb Raider Reboot
- Walking Dead
- Jurassic Park
- Lord of the Rings:
Return of the King
- Lord of the Rings:
The Two Towers
- Spider-Man:
Web of Shadows



STUDENT WORK BY CHENG CHE CHANG

PROFESSIONAL PREP FOR WORK IN TOP ANIMATION AND VISUAL EFFECTS STUDIOS

Experience the entire game development cycle, from brainstorming innovative ideas to designing and developing the art assets, game levels, system designs, and code that bring those ideas to life for players around the world.



STUDENT WORK BY KELVIN LA

Esports

Whether you play casually or competitively, our Esports program and active gaming community offer 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 DANNY ALVAREZ



Companies That Employ Our Alumni

- Activision
- Bungie
- Electronic Arts (EA)
- Epic Games
- ILM
- Infinity Ward
- Insomniac Games
- Naughty Dog
- Niantic
- Respawn
- Riot
- Roblox
- Sanzaru Games
- Sledgehammer
- Sony Entertainment
- Striking Distance
- Tencent Games
- Zynga

SATYA KOPPISETTI



STUDENT WORK BY SATYA KOPPISETTI

The School of Game Development works collaboratively with the following schools:

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

STUDENT WORK BY RACHEAL KLINK



LEARN MORE



STEAM
ART



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WE MAKE ART WORK™

79 New Montgomery Street • San Francisco, CA 94105
info@academyart.edu • 1.800.544.2787 • academyart.edu