

CAREER PROFILE

Development Manager for Gaming Company

JOB OUTLOOK

Employment for a career in development management is expected to grow 11% by 2030.

SALARY RANGE

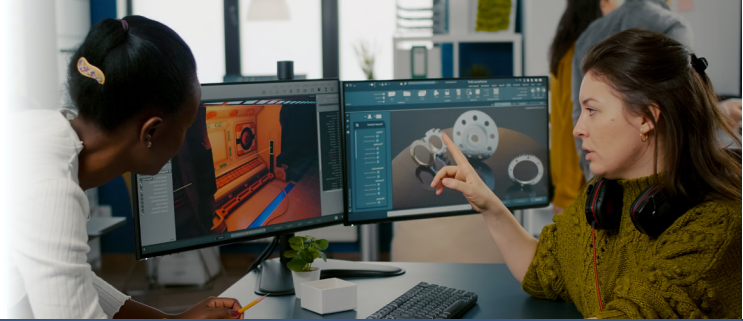
\$66,270-\$200,210

WHO ARE THEY?

Development managers have a good balance of hard and soft skills to be great leaders. They are team-builders, able to match the right talents to the different tasks that need to be completed to produce, market, and sell a high-quality computer game. They recognize when training is needed, and they offer feedback and growth opportunities to their direct reports. They work outside of the team collaborating with other subject matter experts and organizational leaders, so effective communication is necessary. Gaming development managers are decision makers, hoping to guide others to think critically and make smart decisions, but ready to jump in and make those decisions when needed. They think with a business mindset to hit benchmarks, stick to a budget, and sell high-quality experiences.

WHAT DO THEY DO?

Development managers at a gaming company are passionate about both gaming and the processes of game production to provide inspirational leadership. They use both their head and their heart to lead their team through the day-to-day tasks of game development. They consider time and available resources, provide risk assessment, and resolve problems that arise to enable their team to perform to their best abilities. Development managers are also able to identify the needs of their team and provide the necessary training and motivation for high performance and job engagement. To maintain a healthy work environment, they create a work culture that is creative, supportive, and inspirational. They encourage their team to be innovative while hitting deadlines and sticking to a budget. They typically work with internal and external teams as well as communicate effectively across all levels of the organization to report their team's progress. Reporting to the Development Director or Senior Director, the Development Manager is the point person for their projects.



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EDUCATION/ TRAINING

- Bachelor's degree in related field such as computer sciences
- Master's degree in training and development sometimes preferred
- Experience in developing and releasing computer games
- Continued education in computer language as well as leadership and conflict resolution skill building
- Often begin at more entry-level positions

HOW DO I BECOME ONE?

With a bachelor's degree in computer science or a related field, and maybe even a master's degree in training and development, to become a development manager at a gaming company, you will need to build a career in the gaming industry for multiple years gaining experience in developing and releasing games. Once in a gaming career, it is important you jump at opportunities for continued education both in your related field and in refining your leadership, communication, and conflict management skills. Take on leadership roles such as mentoring new team members, creating schedules, and mitigating misunderstandings. Decide if you are passionate about motivating a group of people and communicating cross departmentally. If the answer is yes, it's time to go for it!

RESOURCES

- <https://www.bls.gov/ooh/management/training-and-development-managers.htm#tab-6>
- https://www.google.com/search?q=development+manager+for+gaming+company&rlz=1C9BKJA_enUS908US908&oq=development+manager+for+gaming+company&aqs=chrome..69i57j0i546l5.139394j1j7&hl=en-US&sourceid=chrome-mobile&ie=UTF-8#fpstate=tldetail&htidocid=Q-FgefVW9z8AAAAAAAAAAAA%3D%3D&htiq=development%20manager%20for%20gaming%20company&htivrt=jobs
- <https://open.lib.umn.edu/mediaandculture/chapter/10-4-the-impact-of-video-games-on-culture/#:~:text=Video%20games%20have%20also%20changed,games%20such%20as%20Brain%20Age>