

DEMI MARK - FREELANCE PRODUCER

THE IMPORTANCE OF NETWORKING

Discussing the benefits networking can have for you and success stories.

<https://www.linkedin.com/in/demimark-zedzinc/>

INTRODUCTION

How I got into Networking



Freelance Producer from Northern Ireland, working as a volunteer mentor whilst also pursuing a career in the industry.



WHAT IS NETWORKING?

01

Friendship / Mentoring

Building friendships and meeting professionals with the opportunity of getting a mentor or inside guidance.

02

Job / References

Find job opportunities and get references from others you have met through networking.

03

Collaboration / opportunities

Find others to collaborate with either through game jams or your own start up company.

HOW TO NETWORK

Networking can be simple if you know the resources you can use to find other like minded individuals that have the same passion as you do. Here are a few ways in which you can network through these social platforms: -



LinkedIn



Polygon



Discord



NexusMods



Twitter



ArtStation



WHY IS IT IMPORTANT TO NETWORK?

RELATIONSHIPS

CAREER

GUIDANCE

KNOWLEDGE

MENTORING

CONNECTIONS

NETWORKING

SUCCESS

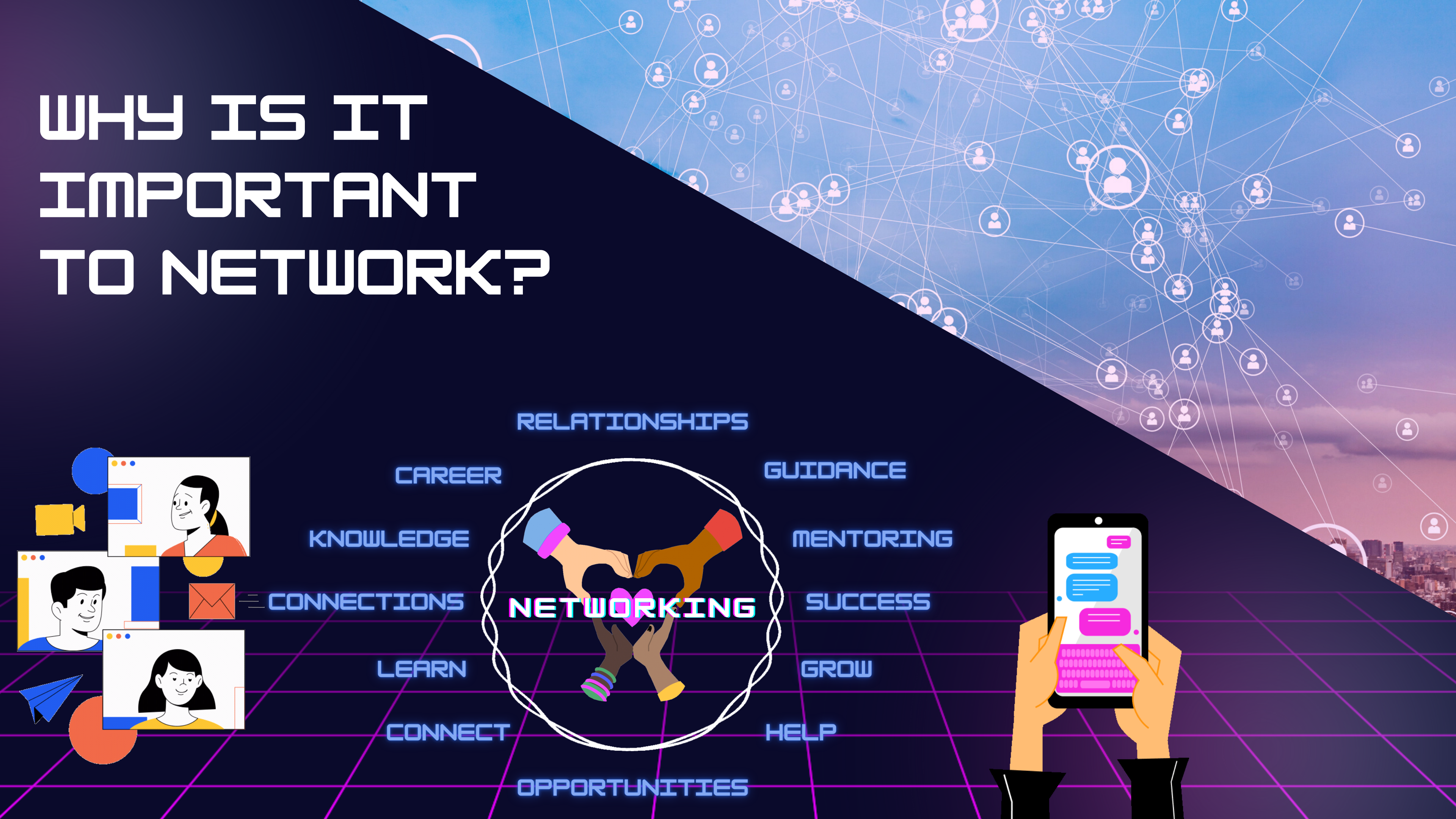
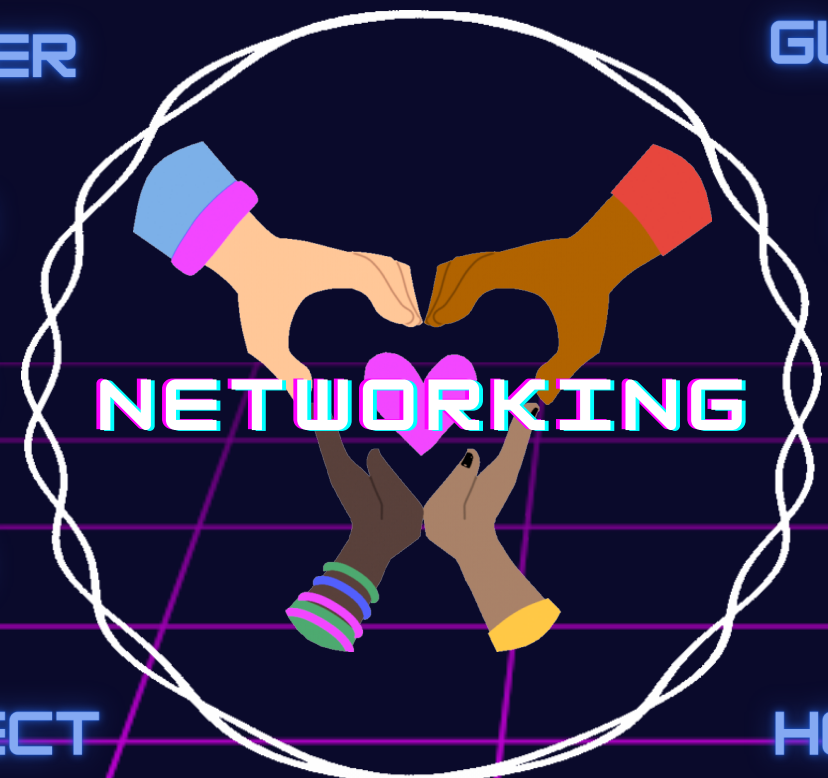
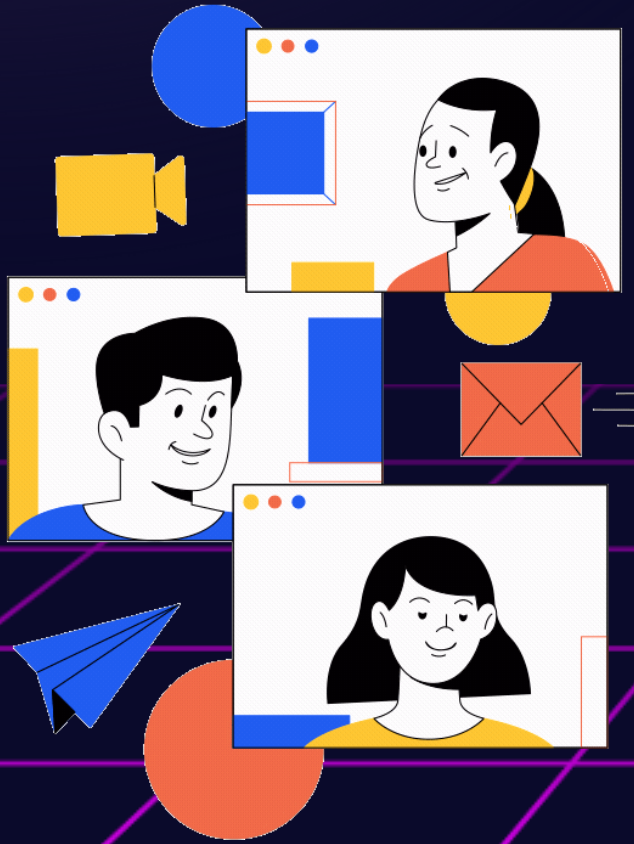
LEARN

GROW

CONNECT

HELP

OPPORTUNITIES



SUCCESS STORIES



Juney Dijkstra

Netherlands

Legacy Portfolio

Manager at Paradox

Interactive

"For people who feel intimidated because of imposter syndrome, or because they are introverted: There are events out there that are no / low barrier to entry, you can find a like-minded community, you can find smaller events or ones that allows for quiet participation.

Over time it will get easier, and you will become more comfortable with your own boundaries on when to leave when it gets too much. Set goals for an event and measure your success by achieving those goals – not by what you haven't achieved, let alone what social expectations you believe others may have."

- Juney Dijkstra



SUCCESS STORIES



Kevin McKenna

New Orleans, USA

Project Management

Consultant at S3

Consulting Agency

"Volunteer, always introduce yourself, always remember people's names, if you have to write them down on your hand, remember people's names, there is so much value in knowing their name. If you can, also, remember something about them."

- Kevin McKenna



SUCCESS STORIES



Manuel Correia
Portugal, Lisbon

Senior Game Designer
at Resolution Games

"Don't approach it with a specific goal in my mind. I've seen people trying to get close to their heroes specifically because they want a job at their studios and it never goes down well. They can tell by the way you approach! It's more about building friendships, not an exchange or transaction.

The game development can be very supportive of each other, and everyone wants to see each other succeed."

- Manuel Correia



SUCCESS STORIES



Keidy Zuniga

San Francisc, USA

Art Director at Media
Monks

"Network as soon as possible, start with your friends, classmates etc. I do have friends in the industry who help me out by answering my questions or connecting me with someone who might help me. Start small with your social group in your college and expand from there. And make sure you keep in touch with people from your college, because they won't be a junior forever. Good things will come, you might not see it right now, but you have to think long term and this is a long term strategy."

- Keidy Zuniga



KEYFRAME
KILLA

**NEVER
WINTER**



SUCCESS STORIES



Radu Posoi

Craiova, Romania

QA Startup (Company
Founder) at Alkotech
Labs

*"Just be open minded, try to hit up people, check up on them, see what's what and try to form meaningful connections, give networking a chance, as its one of the key components of career growth. If you don't network, you miss out on opportunities."
- Radu Posoi*



ALKOTECH LABS

PROFESSIONAL GAME TESTING SERVICES

SUCCESS STORIES

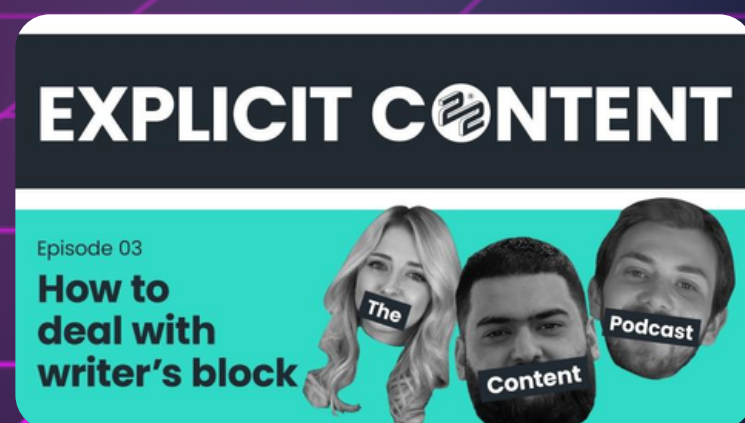


Molly Johnston

Wakefield, West Yorkshire

Head of Brand and
Marketing at Into
Games

"Remember that everyone is in a similar boat, no matter how many events you go to, there is always someone new there, and making that first move can break the ice and make it less scary. Put yourself in the position where you can be networked with; going to events where you meet people in person, be friendly and approachable. Don't just stay on your phone or laptop, your body language is important too."
- Molly Johnston



SUCCESS STORIES



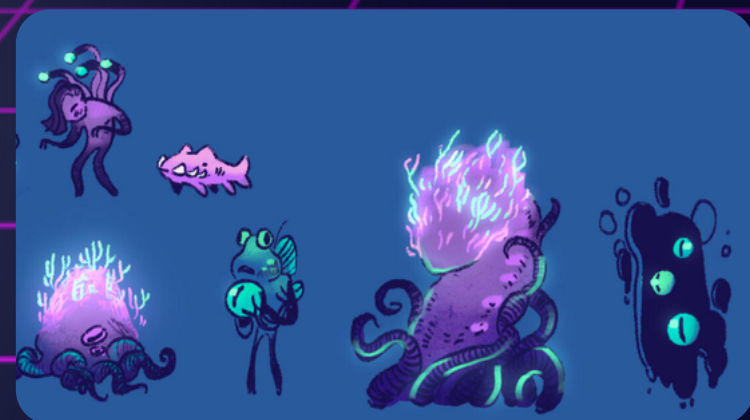
Sofia Hayden

Florida, USA

Lead Artist at an Indie
Studio (Start up)

"I think to just forget the whole word networking, because really, networking is just to be genuine and connect with people. Trying to go into networking on purpose can be nerve wracking. So, think of it from a different perspective, think about connecting as a human with other humans, find communities of like-minded people and people like you and make friends. Don't go into it thinking, I want to get a job, be normal, be chill and don't think about it as getting benefits from another person. They are a human at the end of the day and its better to build friendships."

- Sophia Hayden



SUCCESS STORIES



Gordon Bicker

Dundee, Scotland

*Games Journalist /
University Student*

"It's absolutely okay to be nervous at first, just make that first step and see what happens, you miss all the chances you don't take. Reaching out to people, networking a bit, take that first step and it will become easier. Most importantly, HAVE FUN! Even if you are still a student, you can still make a massive impact and making sure to enjoy yourself through the journey is just as important. You get one shot at life, better to live it having fun and doing things you enjoy, be proud of yourselves, you all will make a difference for the industry and create wonderful experiences!"

- Gordon Bicker



SUCCESS STORIES



Connor McNeice

Belfast, Northern Ireland

3D Environment Artist
at Outsider Games

"Get yourself out there and don't be afraid to talk, everyone is in the same boat in this industry and its hard to gain that confidence, don't be afraid to talk to someone in discord or throwing out a direct message on LinkedIn, more than likely they are going to respond, worst thing that's going to happen is that they don't respond, and you'll forget about it. What happened with John is that I reached out to him to look at my work and it worked out well for me."

- Connor McNeice



SUCCESS STORIES



Nathan Kellman

Texas, USA

Associate Designer at
Hanger13 Games

"Reach out to people, go on LinkedIn, go on twitter, reach out to designers, ask them questions about their career or feedback on your portfolio. I have found that many people in the gaming industry are open to helping others. Worst thing they could say is no or not respond."

- Nathan Kellman



SUCCESS STORIES



Peter Goodwin

London, UK

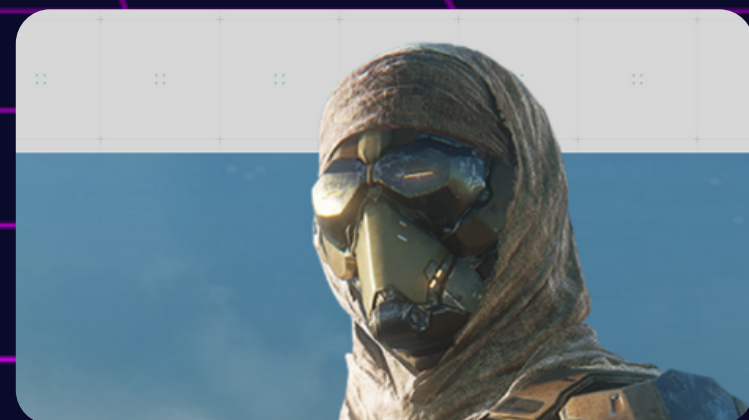
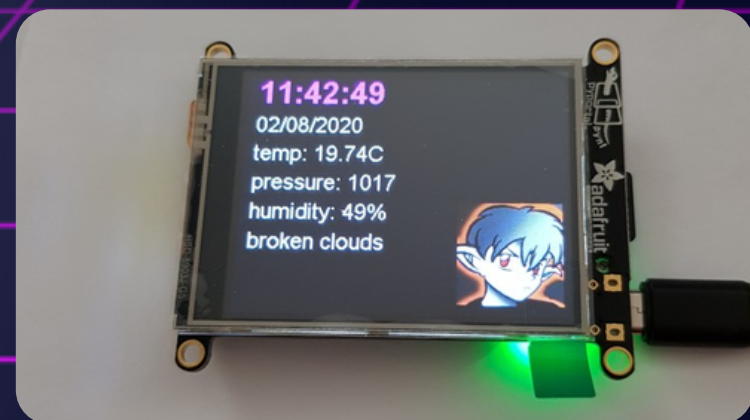
Senior Tools

Programmer at Cloud

Imperium Games

"If you think you can talk to someone, try, worse that could happen is they shut you down. Talk to your co-workers or other classmates to get you started. Internships are a great way to get contacts because you can reach out to people you have met from that program and see what they are working on. Pay attention to what is being said around you and look out for other opportunities, because luck can be a play a big part of it."

- Peter Goodwin



NOTHIN' TO
SEE HERE...

WHERE TO START?

#1

DISCORD

Discord is an amazing way to get CV, portfolio, cover letter feedback as well as advice on how to get into the industry and software questions.

#2

LINKEDIN

Linkedin is a great way to find your local games studios, connect with others in the industry and ask your role models questions.

#3

EDUCATION

The people that are around you are also people seeking to get into the industry. Creating those connections early can be beneficial in the future.

LET'S NETWORK



Email

zedzinc@outlook.com



LinkedIn

<https://www.linkedin.com/in/demimark-zedzinc/>



Discord

Demo#2929

Resources will be pasted
into the chat



QUESTIONS?

