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We've recently been on a recruitment drive. There's been a trend with some of the less experienced candidates' CVs that has been concerning me.

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I've seen several CVs where candidates are saying they've worked at 'Game Studio X' for the last three years. But when I research Game Studio X, there's no website, social media presence, it's not registered on Company House, and it doesn't appear to have released a single game. 🤔

Further digging reveals that Game Studio X is, in fact, the name the candidate has given to their own personal projects. But there's no mention of this on the CV. It's implied it's a regular, professional game dev studio.

This comes across as really dishonest, and while the intention is to perhaps get a shot at a job when there's no junior role available, this ends up being a massive red flag 🚩

If I'm going to invite you in for a job interview, I am absolutely going to do my homework on you before you arrive. I want to know a bit about your background, your portfolio, and of course who you've worked for in the past.

If you're going to imply your own personal projects are a real functioning game dev studio just to get your foot in the door, you are going to be found out. And honestly, it's not a great look and you most definitely will not get an interview with me.

Personal projects are great. I think they're a brilliant way to show what your interests are and what you can do. If you can't find a role in the games industry yet, they can give you very valuable experience. But please don't hide the fact they are personal or student projects!

So what can you do instead? List your personal/student projects on your CV but be clear about what they are. If you haven't had a job in game dev yet, list your experience out by projects. For example...

Project Name X

2nd Year Group Academic Project

I worked in a team of 6 students to create a horror-themed puzzle game. I designed all of the levels and created the design documentation. I playtested and balanced, taking on feedback from the team, my professors and other students.

It's totally okay to send your CV to a company as a graduate or someone without professional game dev experience, even if they are not hiring a junior. You can send it as a speculative application and explain in your email/cover letter.

You might want to comment that you've seen they are hiring for an experienced role, but that you'd like to be considered if they are interested in hiring a junior. They may not get a great experienced application, but be willing to give you a junior role instead.

And even if there are no opportunities at that time, if your application is a strong one, they will remember you. I still remember names of some brilliant speculative graduates who applied years ago at [@Relentless\\_SW](#) (and are

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But please PLEASE be honest about your past experience. I understand we're working in a very competitive field, but being deliberately misleading is not the way and could cost you a career in games. We are a small industry. We know each other and we talk!

I recommend anyone reading this who is looking to get into the industry to get involved with [@intogamesHQ](#) because they are doing great things to help people start their career in games.

As a few people have asked now, I would recommend checking out some of the [@intogamesHQ](#) IG50 winners 🏆 and look at how they've done their portfolios & CVs.

There are some great examples, all from people without professional game dev experience:



IG50 2022 Winners — Into Games 50

<https://www.intogames50.uk/ig50-2022>


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