

Dawson College – Independent Video Game Design Portfolio Requirements

Portfolio Requirements

Your Portfolio should demonstrate your creativity, design knowledge, artistic talents, and technical skills, as well as some proficiency with the tools of the trade.

Select pieces of your best work to submit per category if available. Presentation should be neat and simple, not distracting from the work itself.

Game Design Portfolio pieces are recommended to be:

- 1) Design Documents:** Documents detailing some or all of the game systems of a created game.
- 2) Level Designs:** Maps made for a commercial game using that game's editor (UnrealEd, UDK, Hammer, etc...).
- 3) Pitch documents:** Unique and well-presented proposal for a game that includes a poignant description, mock-ups, unique selling points, etc...

Portfolio pieces from the following categories are optional but at least one is recommended:

Artistic: Illustrations, concept art, (video of) 3D models, (video of) 2D or 3D animations, 2D/Pixel art, music, etc...

Technical: One or several programs or games that you have coded/scripted (Flash, Game Maker, HTML5, Unity, etc...) and/or game mods that you have created.

Identification and Submission of Material

Digital submissions only.

Please do not attach videos or game files, instead link to them on a streaming site or file sharing portal.

Please send portfolios to: **Osama Dorias, odorias@dawsoncollege.qc.ca**

The subject of your e-mail must be **"Independent Game Design Portfolio"** and it must include your name, phone number, and e-mail.