

# 7 Digital Roles

## Games Designer



A Games Designer can have many roles from ideas generation, prototype building, creating narration or developing a games mechanisms.

There are more than 50 games companies, small and large, within the North East.

The average salary for a games designer in the UK is just over £32,000!



## Software Engineer

Software engineers design and create computer systems and applications to solve real-world problems.

The average annual salary for a software engineer is between £25,000 and £50,000. At senior or management level, software engineers can earn £45,000 to £70,000!

## Technical Artist

Technical artists develop the games engines, so they work as well as possible for the people making the art.

Being a technical artist requires a very experienced skillset, but because of this it is very in demand and the average salary of a technical artist in the UK is around £37,000.

## App Developer

Application developers write software programs for use across mobile operating systems, including Apple, Android, and Windows devices. Once applications are created, application developers are also responsible for testing the application and providing updates, or maintaining the apps whenever necessary to keep them running smoothly and efficiently.

The average app developer salary in the UK ranged from over £60,000!



## Cloud Architect

A cloud architect is a tech professional who is responsible for overseeing a company's cloud computing strategy and needs. This might include cloud adoption plans, cloud application design, and cloud management and monitoring.

The average cloud architect in the UK makes over £80,000!

## UX Designer

A UX designers role is to make a product or service usable, enjoyable, and accessible. Most companies design user experiences but the term UX Designer is most often associated with digital design for websites and apps.

The average junior salary for a UX Designer is between £31,000-£41,000.

## VR Developer

Virtual reality developers are responsible for creating the digital worlds that people experience in VR headsets. They use a variety of software tools to build 3D environments and objects, create interactive experiences, and design interfaces that people see when wearing a headset.