Junior Programmer/ Senior Server Programmer/ Senior Game Programmer/ Senior Engine Programmer

MEDIUM
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IN 3-5 YEARS Job holders will leverage AI to automate basic game coding and stress-test game performance, and will also incorporate cloud gaming into the overall game engine and architecture.

KEY TRENDS

AI & Analytics

Cloud Computing

FUTURE TASK-LEVEL VIEW

- Job holders remain key in developing technical specifications on UI, gameplay features and design overall engine and architecture features, but will have to expand their scope to incorporate cloud gaming elements into these tasks

- AI algorithms will increase efficiencies by writing basic programming codes at a faster pace and allowing job holders to focus on reviewing these codes and performing more complex programming tasks

- Job holders will have to manage software security issues that emerge due to the move towards programming games for cloud platforms

- AI Bots will stress-test game performance and stability and help provide recommendations of preliminary solutions for software updates and game performance optimisation. Job holders will focus on further refining them to customise to game requirements.

SKILLS ANALYSIS

CURRENT SKILLS GAP

- Game Server Programming

ADDITIONAL FUTURE SKILLS

- Artificial Intelligence Application
- Quality Assurance

Click here to find out more on the programmes and support available to close skills gaps and gain future skills