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BA Computer Games and Visual Effects (2009)

- **Looking for work after graduation**
 - **Networking** (game events, career fairs, competitions)
 - **Promoting your work** (online communities, CG Society, LinkedIn, Flickr)
 - **Preparing a showreel, CV and online portfolio**
 - **Applying for jobs** (speculative applications / specialist recruitments agencies)

Useful Links

- www.gamedevmap.com
- www.amiquus.com
- www.specialmove.com
- www.semag.co.uk
- www.develop-online.net
- www.expo.eurogamer.net