



# UK GAMES JOBS LIVE UPDATE OCTOBER 2021

GAMES ●  
JOBS LIVE

Connecting Great Talent To The Games Industry

# UK GAMES JOBS LIVE UPDATE OCTOBER 2021

**2,284**  
games companies

**2,386**  
roles

"Across the UK's **2,284** games companies (ref: gamesmap.uk), 178 of them are currently recruiting for **2,386** roles."

Welcome to the October 2021 jobs report. This month sees our first ever drop in jobs (albeit only 13 fewer) at 2,386 jobs in October compared to 2,399 last month. The biggest jumps this month are courtesy of Unity, PlayStation and Codies, whilst Pole to Win are advertising 34 fewer vacancies, and Jagex advertising 28 fewer, than last month.

All these vacancies are also all plotted on our interactive map at [www.gamesjobs.live](http://www.gamesjobs.live) for easy searching, and details of upcoming Games Jobs Live recruitment events and other information are on the back page.

[Gamesjobs.live](http://Gamesjobs.live)

## TOP RECRUITERS

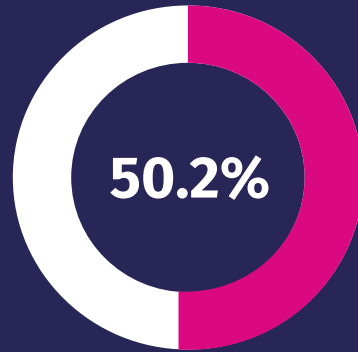
 <b>123</b> (-2) Sumo Digital	 <b>106</b> (-3) Playground Games	 <b>85</b> (+24) Unity	 <b>74</b> (-34) Pole to win	 <b>72</b> (+12) PlayStation	 <b>66</b> (+1) Rockstar
 <b>65</b> (=) King	 <b>61</b> (+1) Axis Studios	 <b>60</b> (+6) Cloud Imperium	 <b>56</b> (+6) Frontier	 <b>49</b> (-3) Splash Damage	 <b>45</b> (=) Creative Assembly
 <b>43</b> (-2) Natural Motion	 <b>43</b> (+7) Supermassive Games	 <b>42</b> (=) Electronic Arts	 <b>41</b> (-1) Rebellion	 <b>40</b> (+12) Codemasters	 <b>39</b> (-3) Firesprite
 <b>39</b> (+4) Build a Rocket Boy	 <b>33</b> (-2) Mediatonic	 <b>33</b> (+7) DeepMind	 <b>28</b> (-1) kwalee	 <b>28</b> (-1) Climax Studios	 <b>28</b> (+1) Epic Games
 <b>26</b> (-28) Jagex	 <b>23</b> (-5) Tripledote Studios	 <b>23</b> (-4) Activision	 <b>22</b> (-2) Media Molecule	 <b>21</b> (-1) Rocksteady	 <b>21</b> (+1) Hutch

35

UK games companies  
currently have

20

or more  
open roles



50.2% of roles are outside London and the South East, unchanged from last month.

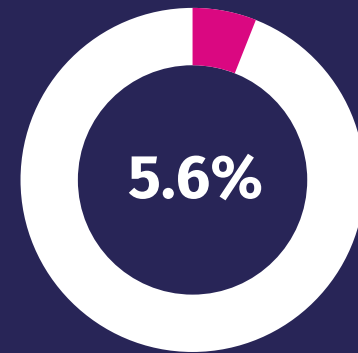
430

Filled positions

417

New job posts created

430 positions advertised last month have been filled (or closed / changed to a different role) while 417 new job posts have been created.



5.6% of roles are listed as being fully remote, dropping fractionally again from last month (5.7%).

747

London  
(was 763)

270

Leamington Spa  
(was 275)

184

Guildford  
(was 191)

141

Brighton  
(was 133)

113

Manchester  
(was 105)

106

Liverpool  
(was 102)

The distribution of open roles within traditional industry hubs remains relatively static this month:

London .....	747 (was 763)
Leamington Spa .....	270 (was 275)
Guildford .....	184 (was 191)
Brighton .....	141 (was 133)
Manchester.....	113 (was 105)
Liverpool.....	106 (was 102)



# MOST COMMON JOB TITLES

36

TECHNICAL  
ARTIST

31

PRODUCER

29

SOFTWARE  
ENGINEER

28

SENIOR  
PRODUCER

22

GAME  
DESIGNER

20

PROGRAMMER

20

GAMEPLAY  
PROGRAMMER

18

VFX ARTIST

18

SENIOR GAMEPLAY  
PROGRAMMER

17

SENIOR  
PROGRAMMER

16

GRAPHICS  
PROGRAMMER

15

TECHNICAL  
ANIMATOR

15

LEAD  
ARTIST

15

ENVIROMENTAL  
ARTIST

14

UI ARTIST

14

SENIOR  
TECHNICAL  
ARTIST

13

LEAD GAME  
DESIGNER

12

SENIOR  
ENVIROMENT  
ARTIST

12

SENIOR  
CHARACTER  
ARTIST

12

SENIOR  
ANIMATOR

11

ART DIRECTOR

11

SENIOR  
TECHNICAL  
ANIMATOR

11

SENIOR GAME  
DESIGNER

11

ENGINE  
PROGRAMMER

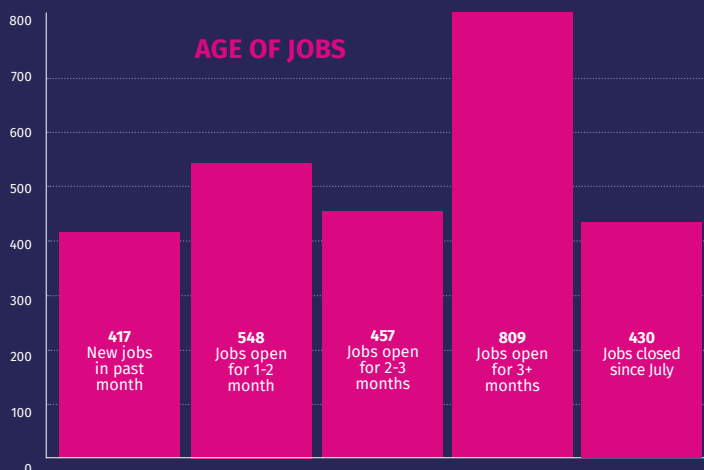
11

ANIMATOR

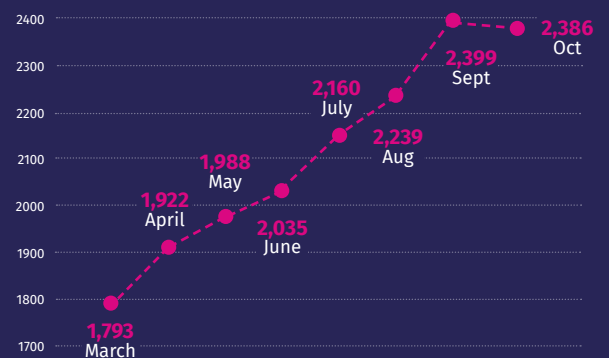
10

TOOLS  
PROGRAMMER

## AGE OF JOBS



## OPEN VACANCIES OVER TIME



The biggest change in the number of open positions is due to Pole To Win, with a reduced 93 open roles in QA (-48), with most increases in Art (+14) and Production (+18) this month.

Code .....	852 (was 835)
Art .....	463 (was 449)
Production .....	276 (was 258)
Design .....	220 (was 233)
Other .....	168 (was 165)
QA .....	93 (was 141)
Promotion .....	92 (was 98)
Animation .....	91 (was 85)
Analytics .....	56 (was 55)
HR .....	42 (was 39)
Audio .....	26 (was 33)
Legal .....	7 (was 8)
Writing .....	2 (was 5)

<b>JOBS BY REGION:</b>	
London .....	605
South East .....	584
Midlands .....	349
North West .....	224
Scotland .....	220
East of England .....	91
Yorkshire .....	91
North East .....	77
South West .....	56
N.Ireland .....	6
Wales .....	4

<b>JOBS BY STUDIO CATEGORY:</b>	
AAA .....	1128
AA .....	548
Mobile .....	293
Service .....	227
Indie .....	186

<b>JOBS BY SENIORITY:</b>	
Experienced .....	1166
Senior .....	583
Manager .....	524
Junior .....	115



## INSIGHTS

For the first time since we started producing these reports in March the number of open vacancies has dropped slightly, perhaps due to teams having finished up on Q4 releases but not yet ramping up for production on their next title.

Recruitment is clearly still a challenge for many companies, with one third of all advertised jobs (809 of 2386) left unfilled after at least three month. In contrast, there are circa 1,500 new games graduates produced every

year (HESA, the Higher Education Statistics Agency, said that in 2018/19 there were 1,380 computer games graduates and that number is believed to have grown.) with only 115 explicit Junior roles available.

# GAMES ● JOBS LIVE

Explore all the jobs from this report on our interactive Job Map, along with information about each UK region's games industry, on our website:

[www.gamesjobs.live](http://www.gamesjobs.live)

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## UPCOMING EVENTS

### Games Jobs Live Brighton

**Fri 19th November**

Studios wishing to participate contact [colin@gamesjobs.live](mailto:colin@gamesjobs.live)

### Games Jobs Live Game Jam

**Kicks off Thurs 14th November**

Studios wishing to help judge or sponsor contact [colin@gamesjobs.live](mailto:colin@gamesjobs.live)

### Getting into the Games Industry for 16-18 year olds

**Tues 16th November**

Studios wishing to participate contact [colin@gamesjobs.live](mailto:colin@gamesjobs.live)

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Please forward this report to anyone else that might appreciate it. They can sign up to receive them directly here:

<http://eepurl.com/hhSFPL>

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