GAMES JOBS LIVE

Connecting Great Talent To The Games Industry

UK GAMES JOBS SUMMARY JULY 2024

YOUR LOGO HERE

This report could be brought to you courtesy of the support of your organisation

UK GAMES JOBS SUMMARY JULY 2024

After signs of incremental growth, the number of available jobs in the UK games industry has decreased this month by 4%, with the total number of open roles sitting at 881.

This month sadly sees Axis Studios enter administration, plus layoffs at Surgent Studios, XR Games, Network N, and Gfinity, with Indie studios the only sector to increase their offerings.

Additionally, whilst the number of Permanent roles decreased, there was a huge jump in Fixed Term contracts replacing many of the deleted / filled roles.

If your organisation would like access to the full version of this report with detailed insights into the UK Games Industry job market, and the definitive statistics, please contact **colin@gamesjobs.live**.

Gamesjobs.live

TOP RECRUITERS

Playground Games ▲	Lighthouse Games ▲	Cloud Imperium ▼	Rockstar ▲	Universally Speaking ▲	IOI ▼
EA ▼	Rebellion ▲	Climax Studios ▲	Maverick Games ▲	Epic Games ▼	Unknown ▲
PTW ▼	PlayStation ▼	King ▲	Red Rover Interactive ▲	Frontier ▲	DPS Games ▲
Facet Challenge Your Game =	Jagex ▲	Hypixel Studios ▼	Fuse Games ▼	Rocket Science ▲	Kwalee ▲
Ubisoft ▼	Feral Make Your Play ▲	Naturalmotion ▲	bEHAVIOUR ▲	People Can Fly =	Trailmix =

Some smaller hubs increased their offerings despite the overall decrease in roles.

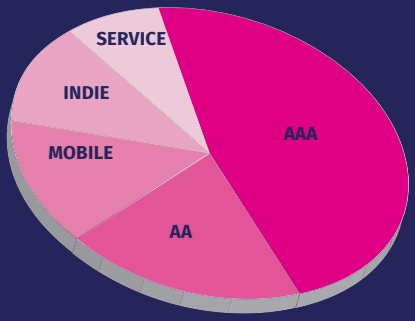
London	Leamington Spa	Manchester	Guildford	Liverpool	Brighton
▼	▲	▼	▼	▼	▼

There was a large increase in Finance roles.

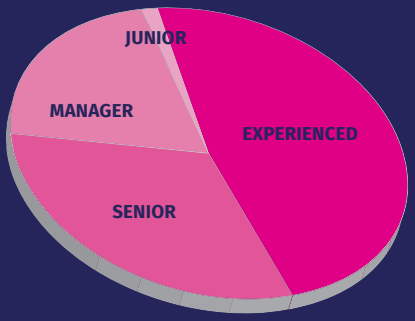
▲ Code	▼ Art	▲ Production	▼ Design
▲ QA	▲ Other	▼ Animation	▼ Promotion
▼ Localisation	▲ Finance	▲ Analytics	= Audio
▲ HR	▲ Writing	▼ IT	▼ Legal

OPEN VACANCIES OVER TIME

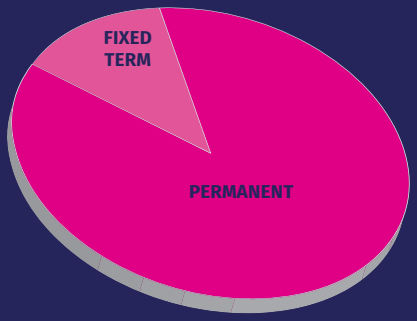
JOBS BY STUDIO CATEGORY



JOBS BY SENIORITY



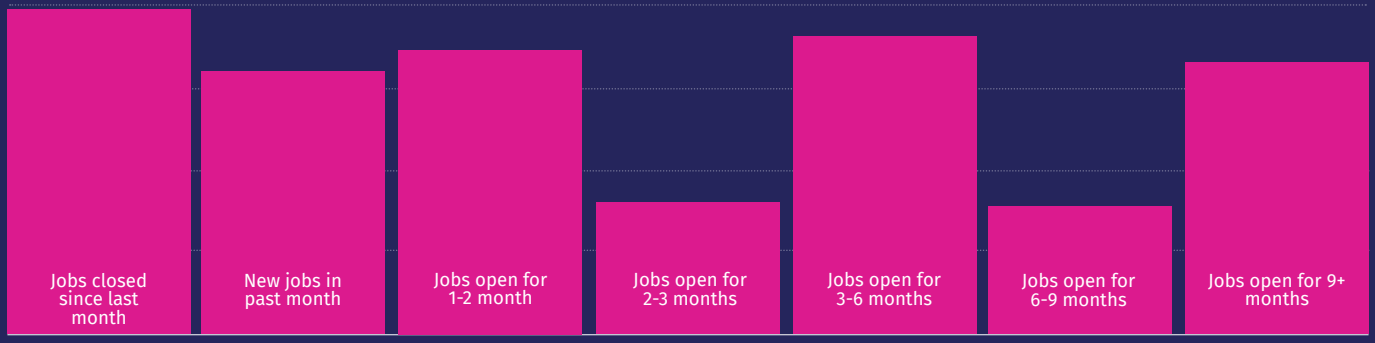
TYPES OF CONTRACT AVAILABLE



MOST COMMON JOB TITLES

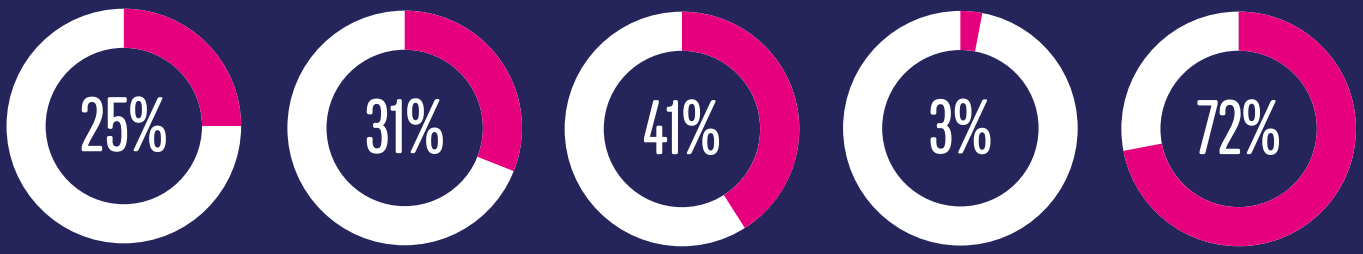
SENIOR CONCEPT ARTIST
SENIOR BUILD ENGINEER
GAMEPLAY ANIMATOR
SENIOR GAMEPLAY ENGINEER
QA TESTER
SENIOR TECHNICAL DESIGNER
PRODUCER
SENIOR ANIMATOR
TECHNICAL DESIGNER
SENIOR ENVIRONMENT ARTIST
SENIOR GAMEPLAY PROGRAMMER
SENIOR VFX ARTIST
SENIOR LEVEL DESIGNER
QA TECHNICIAN
LEAD PROGRAMMER
SENIOR UI PROGRAMMER
ENVIRONMENT ARTIST
SENIOR TECHNICAL ANIMATOR
SOFTWARE ENGINEER
SENIOR SOFTWARE ENGINEER
VFX ARTIST
SENIOR PROGRAMMER
SENIOR TECHNICAL ARTIST
SENIOR PRODUCER
GAMEPLAY PROGRAMMER
GAME DESIGNER
C++ SOFTWARE ENGINEER
GRAPHICS PROGRAMMER
LEVEL DESIGNER
SENIOR GAME DESIGNER
VEHICLE ARTIST
TECHNICAL DIRECTOR
EXECUTIVE PRODUCER
UNITY DEVELOPER
UI ENGINEER

AGE OF JOBS



WORKING PRACTISES

As always, we have tracked changes to working practices in UK games studios to get ahead of any sweeping trends.



216 jobs (25% of total) are open to any working practice - onsite, hybrid or remote.

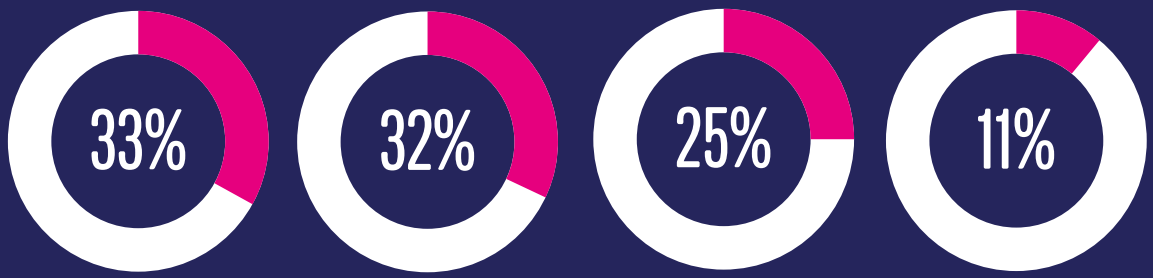
275 jobs (31%) are onsite/hybrid, but not remote.

361 jobs (41%) are available fully onsite only.

24 jobs (3%) are available as remote only positions.

Currently **72%** of jobs require some onsite presence, with 28% open to being fully remote.

Looking at working practises in terms of how it varies by studio rather than by individual job:



33% Open to anything

32% Onsite with hybrid but not remote

25% Fully Onsite only

11% Remote only

ie currently **57%** of studios require some onsite presence, whilst **44%** are open to fully remote roles. Which unsurprisingly suggests smaller studios are more open to remote working, and more larger studios favouring a physical presence.

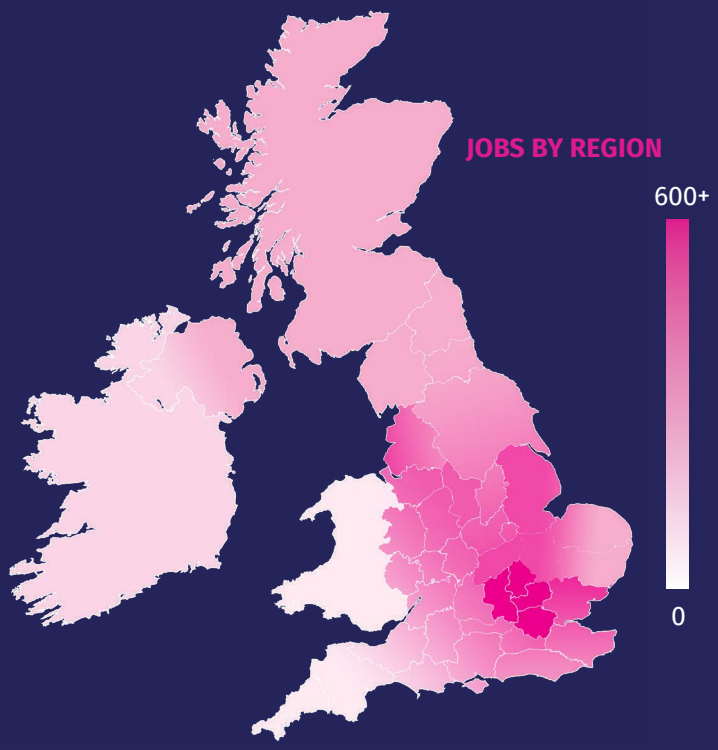
We're in the process of doing more analysis on how working practises varies by studio size, location, and discipline and will add these to the detailed reports in the future. Please get in touch if there are other insights that would be useful to draw out.

INSIGHTS

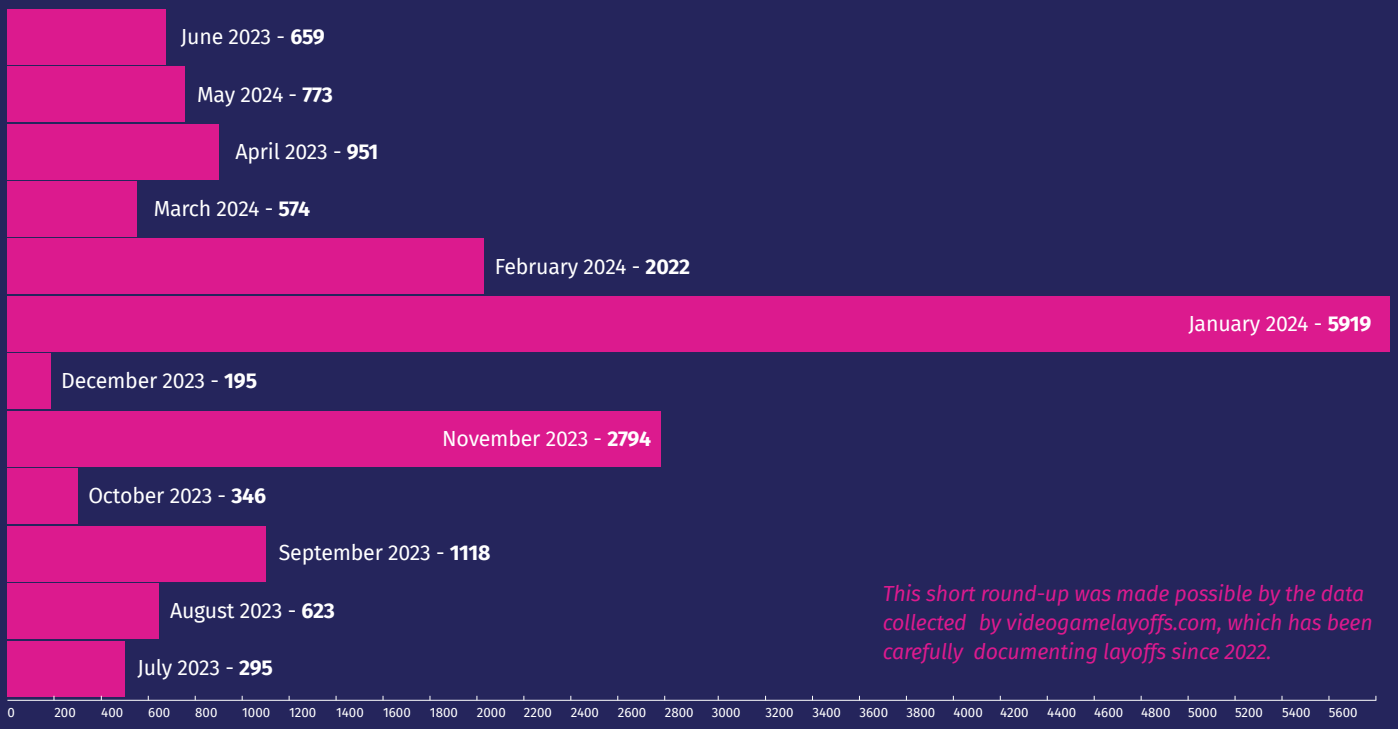
After 3 consecutive increases in available jobs, this month sees a decline in roles, although Experienced and Manager level roles have not been heavily affected.

The number of Remote-specific roles has decreased significantly after the uptick last month.

The full Games Jobs Live reports with more details and trends each month is available if your organisation values our work and insight, please reach out to colin@gamesjobs.live for more details.



LAYOFFS ROUND-UP



This short round-up was made possible by the data collected by videogamelayoffs.com, which has been carefully documenting layoffs since 2022.

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

Studios interested in participating in a recruitment event should contact
colin@gamesjobs.live

This detailed report should not be circulated outside your studio.
Anyone external wishing to receive the free version can sign up to receive them directly here:
report.gamesjobs.live

Report: Benjamin Williams
Design: Adam Butler, Think Creative
Website: Pulse North

YOUR LOGO HERE

If your organisation might be interested in making the production of these reports sustainable, and enable us to pull out deeper insights about the UK's games industry, please contact **colin@gamesjobs.live**

Follow Games Jobs Live on

www.gamesjobs.live | colin@gamesjobs.live