

GAMES ● JOBS LIVE

Connecting Great Talent To The Games Industry

UK GAMES JOBS LIVE UPDATE NOVEMBER 2021

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TH/RD K/ND™

UK GAMES JOBS LIVE UPDATE NOVEMBER 2021

2,284
games companies

2,557
roles

"Across the UK's **2,284** games companies (ref: gamesmap.uk), 174 of them are currently recruiting for **2,557** roles."

Welcome to the November 2021 jobs report. This month sees a large increase in jobs with 2,557 jobs in November compared to 2,386 last month. Some of these new roles can be attributed to new investment from major studios: Auroch Digital was acquired by Sumo Digital and Sledgehammer Games have opened a new studio in Guildford under the Activision umbrella. Overall there are 61 studios with more open

vacancies than they did last month - with the biggest jumps at EA, Unity, DeepMind, and Splash Damage.

All these vacancies are also all plotted on our interactive map at 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

TOP RECRUITERS

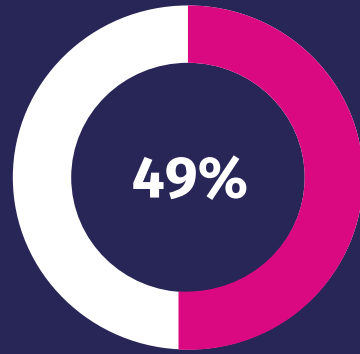
 129 (+6) Sumo Digital	 107 (+1) Playground Games	 97 (+12) Unity	 75 (+2) Pole to win	 74 (+2) PlayStation	 73 (+8) King
 72 (+6) Rockstar	 64 (+22) Electronic Arts	 61 (+1) Cloud Imperium	 59 (-2) Axis Studios	 58 (+2) Frontier	 59 (+9) Splash Damage
 50 (+22) Epic Games (inc Mediatonic)	 48 (+5) Natural Motion	 44 (-1) Creative Assembly	 43 (+2) Rebellion	 43 (+10) DeepMind	 41 (+18) Activision
 40 (-3) Supermassive Games	 39 (-1) Codemasters	 39 (=) Build a Rocket Boy	 36 (-3) Firesprite	 29 (+6) Tripledote Studios	 28 (=) Dovetail
 27 (-1) Kwalee	 26 (+8) Team17	 25 (+4) Rocksteady	 24 (-2) Jagex	 23 (+3) Double Eleven	 23 (+6) TT Games

35

UK games companies
currently have

20

or more
open roles



49% of roles are outside London and the South East, down from last month (50.2%).

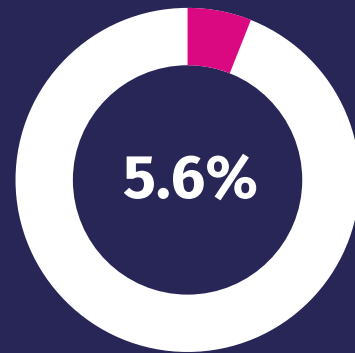
372

Filled positions

543

New job posts created

372 positions advertised last month have been filled (or closed / changed to a different role) while **543** new job posts have been created.



5.6% of roles are listed as being fully remote, unchanged from last month.

822

London
(was 747)

264

Leamington Spa
(was 270)

197

Guildford
(was 184)

158

Brighton
(was 142)

122

Manchester
(was 113)

98

Edinburgh
(was 88)

The distribution of open roles within traditional industry hubs has shifted in favour of London (+75) and Brighton (+16):

London	822 (was 747)
Leamington Spa	264 (was 270)
Guildford	197 (was 184)
Brighton	158 (was 142)
Manchester	122 (was 113)
Edinburgh	98 (was 88)



MOST COMMON JOB TITLES

36

SOFTWARE
ENGINEER

34

TECHNICAL
ARTIST

33

PRODUCER

32

SENIOR
PRODUCER

19

VFX ARTIST

19

SENIOR
ENVIRONMENT
ARTIST

18

SENIOR
PROGRAMMER

18

PROGRAMMER

18

GAMEPLAY
PROGRAMMER

17

GAME
DESIGNER

17

ANIMATOR

16

SENIOR TECHNICAL
ARTIST

16

SENIOR
ANIMATOR

15

SENIOR GAMEPLAY
PROGRAMMER

14

TECHNICAL
ANIMATOR

14

SENIOR
GAME DESIGNER

14

LEAD
ARTIST

14

GRAPHICS
PROGRAMMER

13

ART DIRECTOR

12

UI ARTIST

12

SENIOR SOFTWARE
ENGINEER

12

SENIOR
CHARACTER ARTIST

12

PRODUCT
MANAGER

12

LEAD GAME
DESIGNER

11

LEAD
PROGRAMMER

10

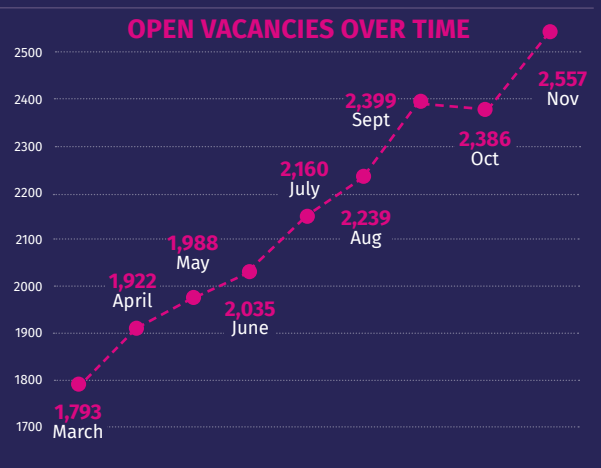
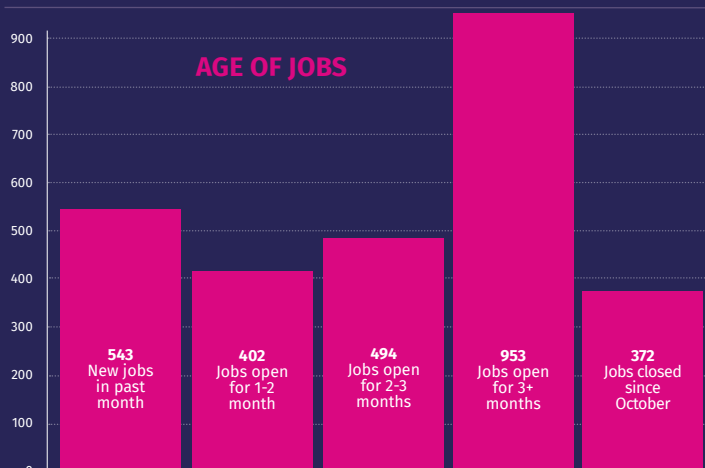
SENIOR UI
ARTIST

10

SENIOR TECHNICAL
ANIMATOR

10

SENIOR LEVEL
DESIGNER



There has been a large increase in the number of Code (+67), Art (+52) and Animation (+14) roles as the total number of available jobs has increased across the board.

Code	919 (was 852)
Art	515 (was 463)
Production	279 (was 276)
Design	231 (was 220)
Other	186 (was 168)
Animation	105 (was 91)
QA	96 (was 93)
Promotion	91 (was 92)
Analytics	59 (was 56)
HR	42 (was 42)
Audio	26 (was 26)
Legal	7 (was 7)
Writing	1 (was 2)

JOBS BY REGION:	
London	652
South East	653
Midlands	356
Scotland	240
North West	223
Yorkshire	97
East of England	93
North East	86
South West	65
N.Ireland	7
Wales	4

JOBS BY STUDIO CATEGORY:	
AAA	1219
AA	567
Mobile	319
Service	238
Indie	214

JOBS BY SENIORITY:	
Experienced	1273
Senior	620
Manager	542
Junior	122



INSIGHTS

The number of open positions has reached new heights this month (+171), primarily represented by AAA studios (+81). The majority of these new jobs are targeted towards Experienced (+107) and Senior (+41) developers. Some of

these jobs have come from new investment, such as Sledgehammer Games (under Activision) opening a new Guildford studio (+18), or Sumo Digital expanding the recently acquired Auroch Digital (+8).

Other studios that have added a large number of new roles include EA (+22), Unity (+12) and Deepmind (+10). Relatively few studios have fewer open positions than last month, with Climax Studios (-6) and Avalanche Studios (-5) filling the most jobs.

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

UPCOMING EVENTS

Games Jobs Live Game Parade Fall 2021 - Game Jam

Kicks off Thurs 14th November

Studios wishing to help judge or sponsor contact colin@gamesjobs.live

Getting into the Games Industry for 16-18 year olds

Tues 16th November

Studios wishing to participate contact colin@gamesjobs.live

Games Jobs Live Sussex

Fri 19th November

Studios wishing to participate contact colin@gamesjobs.live

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

<http://eepurl.com/hhSFPL>

Report: Benjamin Williams

Design: Adam Butler, Think Creative

Website: Pulse North



TH/RD K/ND™

Third Kind Games was founded in 2016 in Royal Leamington Spa in response to an industry that needed a fresh, agile approach to game development. We focus on emerging technologies and greenfield projects, supported by a dynamic and creative team who are able to explore new ground in this ever-changing landscape.

We are looking for experienced Programmers, Producers, Designers and Artists as our projects expand in 2022. Check our careers at www.thirdkindgames.com/careers or message our Recruitment Manager chris.mccarthy@thirdkindgames.com with any questions.