

# Careers for real-time creators - Careers as a generalist

So if you're a small team working in Unity, some of the core skills that you'll need within that team are programming, you'll need an artist, either 2D or 3D, maybe visual effects.

Game design, audio, business and marketing.

Definitely art, definitely programming skills, but I think that an understanding of project management and the core way that project management works.

The bigger the team gets, the more sub-specialities there are, but those are kind of like the core things that you need to create a videogame.