

# Careers for real-time creators - Careers in Art and Design

In my typical day I usually play and review around five VR experiences and set them up for launch on our Oculus platform. I also provide feedback on ways to improve the game and to better market their experience on the Oculus Store.

If I have to make a new Crash level I would actually just start off with thinking about, "What do I want the player to feel?" I start off with writing, "I want it to be intense, then get really intense, then slow down a little, and then BANG! intense finish, explosion right at the end." And then what I'd usually do is I would grab all of the gameplay elements that have already been made and I would place them into the level to create checkpoints, so this allows me to keep the gameplay focused and makes it easier for me to actually design and makes it a lot faster too.

We basically have our team catch-up via Discord visually using microphones and webcams. We have our morning catch-up and then throughout the day we might do some emails and things, and I hopefully will get to do some modelling. As more and more lead things come up, it detracts from the day-to-day modelling aspect, but I still love modelling, any time I get to model something I'm happy, but at least I get to pick the cool stuff to do, so I do have that.

I don't really feel like I have a typical day in my working life because I get to work with so many different industries. Film and TV is something that consistently comes back up with us. Recently, with virtual production and using game engine tech, we've now got a variety of different industries approach us, whether it's in the medical field or even the music industry as well. It's never really like I'm working on the same project or even doing something that is slightly similar. I think the only thing that stays consistent is just the fact that I'm using Unity.