

Entertainment Technology Center, CMU

Post-Graduation Survey Results, Dec 2013, and May 2014

3 MONTHS POST-GRADUATION

N=93

Employed/Home Country = 68 / 73%

Seeking = 19 / 20%

No Information Available = 6 / 7%

6 MONTHS POST-GRADUATION

N=93

Employed/Home Country = 84 / 90%

Seeking = 8 / 9%

No Information Available = 1 / 1%

EMPLOYERS AND LOCATION

Employer	Role	City	State
Amazon	Software Development Engineer	Seattle	Washington
Apple	Graphics Rendering Engineer	Cupertino	California
AppLovin	Graphic Designer	San Francisco	California
Bluewolf	Junior Developer	San Francisco	California
Bosch	UX Design	Palo Alto	California
Crazy Horse East	Junior Composer	New Paltz	New York
DeNA	Software Engineer, Games (2)	San Francisco	California
DeNA	UI Artist	San Francisco	California
Digital Dream Labs	2D Artist	Pittsburgh	Pennsylvania
Electrosonic	Software Developer	Los Angeles	California
Etcetera Edutainment	Producer / Game Developer	Pittsburgh	Pennsylvania
Etcetera Edutainment	Game Designer	Pittsburgh	Pennsylvania
Facebook	Developer Relations Engineer	Menlo Park	California
Filament Games	Visual / Interaction Designer I	Madison	Wisconsin
Flycoco Inc	3D Design Assistant	San Mateo	California
Gameloft	Assistant Producer	New York City	New York
Gazillion Entertainment	Associate Producer	Foster City	California
Google	Developer/Developer Relations (2)	Mountain View	California
Google	Software Engineer (3)	Mountain View	California
Google	Software Engineer	San Jose	California
Grover Gaming	3D Artist	Greenville	North Carolina
Gymflash Inc.	UX/UI Designer	San Francisco	California
Hi-Rez Studios	Character Rigger	Atlanta	Georgia
Hi-Rez Studios	Production Coordinator	Atlanta	Georgia
IMVU	Associate Product Manager	Mountain View	California
Kabam	Publishing Producer	San Francisco	California
Kabam	Software Engineer - Unity3D	San Francisco	California
Kizoom	Developer	Berkeley	California
Kizoom	Game Developer	Berkeley	California
LSU	Software Developer	Baton Rouge	Louisiana
Magic Leap	Unity Programmer	Dania Beach	Florida
Metaio Inc.	Unity Developer for Augmented Reality	San Francisco	California
Metaio Inc.	Unity Developer	San Francisco	California
Neowiz	Level Designer	Sungnam	Korea
nWay	Client Engineer	San Francisco	California
nWay America LLC	Software Engineer (2)	San Francisco	California
Oriental DreamWorks	Technical Assistant	Shanghai	China
Pillow Castle	Game Designer	Pittsburgh	Pennsylvania
ProductionPro	Core Engineer	New York	New York
Ready At Dawn Studios	Scripter	Irvine	California
Samsung	Designer	San Jose	California
SCEA San Diego	Programmer	San Diego	California

Schell Games	Game Designer	Pittsburgh	Pennsylvania
Schell Games	Game Producer	Pittsburgh	Pennsylvania
Seashells Educational Software	Lead Artist	Pittsburgh	Pennsylvania
Seashells Educational Software	Programmer	Pittsburgh	Pennsylvania
Shiver Entertainment	Junior Game Designer	Miami	Florida
Sledgehammer Games	Securities Producer	San Francisco	California
Sledgehammer games	Associate Gameplay Engineer	San Francisco	California
Smith & Associate	Software Developer	Houston	Texas
Tait Towers	Designer 1 - Motion	Lititz	Pennsylvania
Telltale games	UI Artist	San Rafael	California
Tencent	Game Designer (2)	Shenzhen	China
Tencent	Game Designer	Shanghai	Shanghai
Varian Medical System	Software Engineer	Palo Alto	California
Virtuix	Game Designer	Houston	Texas
Visual Concepts/ 2K Sports	Software Engineer	San Francisco	California
Wonder Workshops	Application Developer	San Mateo	California

SALARY –graduates negotiated their salary. Not all students provide data who are employed

High	Low	Mean	Median
\$115,000	\$30,000	\$69,040	\$70,000

EMPLOYMENT BY GEOGRAPHIC REGION

Region	Number of Students
Northeast: CT, MA, ME, NH, NY, RI, VT	3
Mid-Atlantic: DC, DE, MD, NJ, PA, VA, WV	9
Southwest: AZ, NM, OK, TX	2
West: CA, HI, NV	37
Southeast: AL, AR, FL, GA, KY, LA, MS, NC, PR, SC, TN	6
Midwest: IA, IL, IN, KS, MI, MN, MO, ND, NE, OH, SD, WI	1
Northwest : AK, CO, ID, MT, OR, UT, WA, WY	1
International	5

INTERNSHIP AND CO-OP CONVERSION

Type	Number of Students
Internship	12
Co-op	13
Total	25 / 27%

HOW THE GRADUATES SOURCED THEIR POST GRADUATE EMPLOYMENT. MORE THAN ONE SOURCE CAN BE SELECTED.

Source	Number of Students
Personal Network	18
Alumni Contacts	17
Intern Search/Company Websites	16
ETC dlist Email	12
Job Fairs (TOC/EOC/CAOC)	5
Faculty Contacts	4
Interviews Arranged by Career Services	4
West Coast Trip	1
TartanTRAK	1