Entertainment Technology Center, CMU
Post-Graduation Survey Results, Dec 2012, May 2013, and Aug 2013

3 MONTHS POST-GRADUATION
N=96
Employed = 66 / 69%
Portugal = 6 / 6%
Seeking = 16 / 17%
Leave of Absence = 1 / 1%
Unreported = 7 / 7%

EMPLOYERS AND LOCATION

<table>
<thead>
<tr>
<th>Employer</th>
<th>Role</th>
<th>City</th>
<th>State</th>
</tr>
</thead>
<tbody>
<tr>
<td>2K Marin</td>
<td>Software Engineer (2)</td>
<td>Novato</td>
<td>CA</td>
</tr>
<tr>
<td>Amazon.com</td>
<td>Software Engineer (2)</td>
<td>Seattle</td>
<td>WA</td>
</tr>
<tr>
<td>BrightEdge</td>
<td>Software Engineer</td>
<td>San Mateo</td>
<td>CA</td>
</tr>
<tr>
<td>DeNA</td>
<td>Software Engineer</td>
<td>San Francisco</td>
<td>CA</td>
</tr>
<tr>
<td>Digital Dream Lab</td>
<td>CTO</td>
<td>Pittsburgh</td>
<td>PA</td>
</tr>
<tr>
<td>Disney</td>
<td>Analyst Intern</td>
<td>Orlando</td>
<td>FL</td>
</tr>
<tr>
<td>EdLab Teachers College of Columbia University</td>
<td>Data Visualization/EdLab Services Associate</td>
<td>New York</td>
<td>NY</td>
</tr>
<tr>
<td>Electronic Arts</td>
<td>Software Engineer</td>
<td>San Francisco</td>
<td>CA</td>
</tr>
<tr>
<td>Electronic Arts</td>
<td>Apprentice</td>
<td>Los Angeles</td>
<td>CA</td>
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<tr>
<td>Gameloft</td>
<td>UI Artist</td>
<td>New York</td>
<td>NY</td>
</tr>
<tr>
<td>Gree International</td>
<td>Software Engineer (2)</td>
<td>San Francisco</td>
<td>CA</td>
</tr>
<tr>
<td>Gree International</td>
<td>Mobile Developer</td>
<td>San Francisco</td>
<td>CA</td>
</tr>
<tr>
<td>Hyundai Card</td>
<td>Interaction Designer</td>
<td>Seoul</td>
<td>Korea</td>
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<tr>
<td>Institute for the Future</td>
<td>Research Manager on the Technology Horizons Teams</td>
<td>Palo Alto</td>
<td>CA</td>
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<tr>
<td>Interscope Records</td>
<td>Freelance Character Technical Director</td>
<td>Los Angeles</td>
<td>CA</td>
</tr>
<tr>
<td>Intouch Health</td>
<td>Software Engineer – iOS</td>
<td>Santa Barbara</td>
<td>CA</td>
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<tr>
<td>Invodo</td>
<td>Associate Producer</td>
<td>Austin</td>
<td>TX</td>
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<tr>
<td>Ivision Solution</td>
<td>Software Engineer</td>
<td>Sterling</td>
<td>VA</td>
</tr>
<tr>
<td>JibJab Media</td>
<td>Project Manager</td>
<td>Los Angeles</td>
<td>CA</td>
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<tr>
<td>Kabam</td>
<td>Software Engineer (2)</td>
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<td>CA</td>
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<tr>
<td>KarFarm</td>
<td>Artist</td>
<td>Sunnyvale</td>
<td>CA</td>
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<tr>
<td>KarFarm</td>
<td>Web Developer</td>
<td>Sunnyvale</td>
<td>CA</td>
</tr>
<tr>
<td>Korea Telecom</td>
<td>Manager</td>
<td>Seoul</td>
<td>Korea</td>
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<tr>
<td>LinkedIn</td>
<td>Software Engineer</td>
<td>Mountain View</td>
<td>CA</td>
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<tr>
<td>Ludoko Studios</td>
<td>Game Developer</td>
<td>Foster City</td>
<td>CA</td>
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<tr>
<td>LUMO BodyTech</td>
<td>Intern</td>
<td>Palo Alto</td>
<td>CA</td>
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<tr>
<td>Media Graph</td>
<td>Engineer Intern</td>
<td>Berkeley</td>
<td>CA</td>
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<tr>
<td>Microsoft</td>
<td>Graphic Designer</td>
<td>Sunnyvale</td>
<td>CA</td>
</tr>
<tr>
<td>Mixamo</td>
<td>Junior Technical Director/Rigger</td>
<td>San Francisco</td>
<td>CA</td>
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<tr>
<td>MutionSpike – Nue City</td>
<td>Technical Artist</td>
<td>Los Angeles</td>
<td>CA</td>
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<tr>
<td>Mythic</td>
<td>Audio Artist</td>
<td>Fairfax</td>
<td>VA</td>
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<tr>
<td>Noble Systems</td>
<td>Software Engineer</td>
<td>Atlanta</td>
<td>GA</td>
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<tr>
<td>PopCap Games</td>
<td>Software Engineer II</td>
<td>San Francisco</td>
<td>CA</td>
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<tr>
<td>Red 5 Studios</td>
<td>Gameplay Programmer</td>
<td>Laguna Hills</td>
<td>CA</td>
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<tr>
<td>Robomatter Inc.</td>
<td>Lead Programmer</td>
<td>Pittsburgh</td>
<td>PA</td>
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<tr>
<td>Schell Games</td>
<td>Game Artist</td>
<td>Pittsburgh</td>
<td>PA</td>
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<tr>
<td>Schell Games</td>
<td>Game Designer (2)</td>
<td>Pittsburgh</td>
<td>PA</td>
</tr>
<tr>
<td>Company</td>
<td>Position</td>
<td>Location</td>
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<tr>
<td>Schell Games</td>
<td>Game Engineer</td>
<td>Pittsburgh</td>
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<tr>
<td>Schell Games</td>
<td>Location-based Designer</td>
<td>Pittsburgh</td>
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<tr>
<td>Schell Games</td>
<td>Producer</td>
<td>Pittsburgh</td>
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<tr>
<td>Side Effects Software</td>
<td>Houdini Gaming Intern</td>
<td>Santa Monica</td>
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<tr>
<td>Sony Computer Entertainment America</td>
<td>Artist (2)</td>
<td>Foster City</td>
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<td>Game Designer</td>
<td>San Mateo</td>
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<tr>
<td>Sony Computer Entertainment America</td>
<td>Game Programmer</td>
<td>San Diego</td>
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<tr>
<td>Sony Computer Entertainment America</td>
<td>Programmer (3)</td>
<td>Foster City</td>
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<tr>
<td>Team Signal LLC</td>
<td>Co-Founder (2)</td>
<td>San Francisco</td>
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<tr>
<td>The Thinkwell Group</td>
<td>Show Set Designer</td>
<td>Los Angeles</td>
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<tr>
<td>TM Technology Partners, Inc.</td>
<td>Designer</td>
<td>New York</td>
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<tr>
<td>Walt Disney Imagineering</td>
<td>Intern – Programmer</td>
<td>Glendale</td>
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<tr>
<td>Walt Disney Imagineering</td>
<td>Intern – SFX</td>
<td>Bay Lake</td>
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<td>Walt Disney Imagineering</td>
<td>Research Associate</td>
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<td>WMS Gaming</td>
<td>Advanced Concept Production</td>
<td>Chicago</td>
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<tr>
<td>WMS Gaming</td>
<td>R&amp;D Artist</td>
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<tr>
<td>Zynga</td>
<td>Associate Game Designer</td>
<td>San Francisco</td>
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<tr>
<td>Zynga</td>
<td>Software Engineer</td>
<td>San Francisco</td>
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**SALARY** – 23 graduates negotiated their salary

<table>
<thead>
<tr>
<th></th>
<th>High</th>
<th>Low</th>
<th>Mean</th>
<th>Median</th>
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<tr>
<td></td>
<td>$115,000</td>
<td>$40,800</td>
<td>$65,551</td>
<td>$70,000</td>
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**EMPLOYMENT BY GEOGRAPHIC REGION**

<table>
<thead>
<tr>
<th>Region</th>
<th>Number of Students</th>
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<tbody>
<tr>
<td>Northeast: CT, MA, ME, NH, NY, RI, VT</td>
<td>3</td>
</tr>
<tr>
<td>Mid-Atlantic: DC, DE, MD, NJ, PA, VA, WV</td>
<td>11</td>
</tr>
<tr>
<td>Southwest: AZ, NM, OK, TX</td>
<td>1</td>
</tr>
<tr>
<td>West: CA, HI, NV</td>
<td>40</td>
</tr>
<tr>
<td>Southeast: AL, AR, FL, GA, KY, LA, MS, NC, PR, SC, TN</td>
<td>3</td>
</tr>
<tr>
<td>Midwest: IA, IL, IN, KS, MI, MN, MO, ND, NE, OH, SD, WI</td>
<td>2</td>
</tr>
<tr>
<td>Northwest: AK, CO, ID, MT, OR, UT, WA, WY</td>
<td>2</td>
</tr>
<tr>
<td>International</td>
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</table>

**INTERNSHIP AND CO-OP CONVERSION**

<table>
<thead>
<tr>
<th>Type</th>
<th>Number of Students</th>
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<tbody>
<tr>
<td>Internship</td>
<td>15</td>
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<tr>
<td>Co-op</td>
<td>24</td>
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<tr>
<td>Total</td>
<td>39 or 59%</td>
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**HOW THE GRADUATES SOURCED THEIR POST GRADUATE EMPLOYMENT**

<table>
<thead>
<tr>
<th>Source</th>
<th>Number of Students</th>
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<tbody>
<tr>
<td>Personal Network</td>
<td>18</td>
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<tr>
<td>Alumni Contacts</td>
<td>13</td>
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<tr>
<td>ETC dist email</td>
<td>11</td>
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<tr>
<td>Intern Search/Company Websites</td>
<td>9</td>
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<tr>
<td>Faculty Contacts</td>
<td>8</td>
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<tr>
<td>Interviews Arranged by Career Services</td>
<td>6</td>
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<tr>
<td>Job Fairs (TOC/EOC/CAOC)</td>
<td>4</td>
</tr>
<tr>
<td>West Coast Trip</td>
<td>3</td>
</tr>
<tr>
<td>TartanTRAK</td>
<td>1</td>
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