



# Game Development Placements at Feral

## About Feral

We're a team of about 50, most of whom are based in our offices in London. We're split more or less equally between developers and 'everyone else' (which includes testers, writers, designers and administration).

As we're a small team, all working in the same offices, there's plenty of interaction between the different departments: as a developer, you'll be able to talk directly to the QA team who are testing the games you're working on. The advantage of working with a smaller team is that you'll never feel lost in the crowd, and you'll know all of your colleagues personally.

We like to encourage an informal working atmosphere: the hours are 9 to 6, with flexi-time options, there's no dress code, and we enjoy regular company outings. If you live within 15 minutes' walk of the office, you'll be eligible for a proximity bonus added to your salary: we find that people who don't have to commute every day are happier when they get to work. The proximity bonus also makes them a little richer!

## What you'll be doing

Our placement students do real work from day one. You'll be working on the same type of projects as our graduate developers. That means you'll be working directly with real game code.

A placement is one of the best things you can do to improve your job prospects post-graduation: you'll already have a substantial amount of real development experience. Working at Feral means you'll become familiar with the development cycle, bug tracking and working with QA, skills that are highly desirable if you wish to pursue a career in the games industry.

We're continually amazed by how well students perform and how much they achieve during their time with us. Placement students who perform well during their time here are offered a permanent position with Feral for after they graduate. A number of our current employees first came to work for us as placement students.



## Benefits

- Gross salary of £16,000 p.a.
- If you live within 15 minutes' walk of the office, you'll also be eligible for a £1,000 p.a. proximity bonus.
- You're probably also eligible for a reduced amount of your usual maintenance grant/loan during your placement: be sure to check with your university and the student loans company.
- Regular company outings, usually involving plenty of food and drink!
- Flexi-time work options.
- High-performing placement students are offered a graduate job after their degree.

## Application process

Full details on how to apply are included in the placement job advert. The table below shows the usual application and interview process. Your experience may differ slightly, but will follow this general outline:

<b>1. Application</b> (CV and covering letter)	<b>2. Online programming test</b>	<b>3. Interview</b> (some candidates may have two interviews)	<b>4. Job offer</b>
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Placements usually start over the summer after the end of the academic year, with most placement students joining us at the beginning of July, but the start date can be flexible if required.

## Further information

If you have any questions about Feral or our placements, email Tom Leather at: [placements2015@feralinteractive.com](mailto:placements2015@feralinteractive.com)