

MY CAREER STORY

FALL 2019 | WWW.BRIGHTFUTURESPRESS.COM

Meet Heather & Rafael Chandler

**Video Game
Producer &
Designer**



He Said, She Said...

Heather and Rafael Chandler, a husband and wife duo, met while doing something they both love: creating video games. Here's the story of the different roles they each play in the video game industry,

Heather: I am a video game producer. My job puts me in the middle of all the things it takes to make a video game. I work with artists, designers, marketers, programmers, and more to manage the process from idea to end product. I love working with smart people who are

passionate about what they do. The team counts on me to keep the project organized, on schedule, and on budget.

I actually set out to make films and my first job out of college was working for a movie studio in Los Angeles. Then I discovered that (for me) it was a lot more fun making games than movies and I've worked in this field ever since.

The most successful game I have worked on so far was Fortnite, I have also led teams working on over 35 games! I wrote a book called *Game Production Handbook* to share my expertise with people who want to produce video games.

On the Creative Side...

Rafael: I decided a long time ago that I wanted to make a career out of things I liked doing. In college, I majored in English Lit to learn how to be a writer.

Right out of college, I took a job as an editor at a big business. It had the coffee pot, necktie, and 9-to-5 thing going on. Just a few weeks later, I was promoted and given a raise--so I quit! I knew that if I got on the corporate track, I would never get off. That was not what I wanted to do.

The day I quit I was walking around downtown trying to figure out what to do when an ad in the local newspaper caught my eye. It said "Do You Want to Play Video Games for a Living?" That's how I got my first job as a video game tester. It was a technical job but I wanted to tell video game stories more than I wanted to play games. So I volunteered for every writing and editing job I could find and built up my portfolio that way.

Over the years, I have designed all kinds of video games--even some that have sold millions of copies. My job is to write the stories, develop the characters, and set the timeline for all the action.

The Great Escape

When the Chandler's aren't producing and designing video games, they are running their exciting new business, Whole Brain Escape. Here they put their love of games to work creating fun experiences that require teams of people to discover clues, solve puzzles and complete tasks in order to escape a locked room. Find out more at <https://www.wholebrainscape.com>.

Your Career Clues

What are your favorite hobbies?
How do you most like to spend your spare time?

HEATHER'S CAREER CLUES:

I always loved played cards and board games as a kid.

RAFAEL'S CAREER CLUES: I loved playing Dungeons and Dragons, reading sci-fi novels, and Stephen King horror stories.

Our best advice is..

Heather: Don't hang on too tight to your one big idea for a game. Successful games can involve hundreds of people and thousands of ideas. Find your strengths and learn the skills you need to work on anyone's game idea.

Rafael: Work constantly at something that feels like play. If you want to design video games some day, read books by others who do what you want to do. Study and question how they do it.