

VFS

PROGRAMMING FOR GAMES, WEB + MOBILE

AT VANCOUVER FILM SCHOOL

It's all about becoming a better, smarter, more versatile and employable developer. During the most intense and creative year of your life, you'll learn how to create industry-standard software programs using leading-edge technology. When you graduate, you're armed with an impressive portfolio and the skills to turn the heads of professionals and recruiters from an incredible range of industries.



RESULTS MATTER

You start with a strong foundation — from design and production to increasingly complex development techniques and programming languages. Once you've mastered the fundamentals, you go deep into advanced development for game, web, mobile, and cloud projects. By graduation, you've created a highly competitive portfolio that opens industry doors in countless fields.

STUDIO ENVIRONMENT

You learn and create in Vancouver, where a thriving tech scene features more than 80,000 employees, 8,900 companies, and 350 start-ups. The campus has 24/7 access to every resource — studio spaces, arcades, and asset libraries — so you can focus on making the best work possible.

INDUSTRY-LED

Your faculty are all working industry professionals and leaders in their field of expertise. Department Head Peter Walsh is a 12-year game industry software development veteran, with particular expertise as a technical leader, senior software engineer, and industry consultant for large projects. He is also author of several books on game engine design.

/ QUICK FACTS

DURATION

1 Year

START DATES

March, June, October

PROGRAM ESTABLISHED

2014

CLASSROOM/MENTORSHIP HOURS

30 per week

ADDITIONAL ASSIGNMENT HOURS

30 per week

MAJOR PROJECTS (AVERAGE)

4 per year

YOU GRADUATE WITH

A diploma in Programming for Games, Web + Mobile, a professional-quality online portfolio, and access to the VFS job board

VFS.EDU/PROGRAMMING



"Programming unlocks industry doors. Graduates have the skills to work on any development team, whether it's using HTML5, C++, C#, and JavaScript; or app development for iOS and Android. We are the only school in the world to pack such a wide spectrum of skills into one year."

Peter Walsh
HEAD OF DEPARTMENT

/ APPLICATION TIP

What inspires you? Prepare a technical portfolio with up to three examples of programming work. Include a one or two-page excerpt of source code you want to show off, and a one-page descriptive summary for each project.

No examples? Prepare a portfolio of your digital work (max. 10 pages), focusing on pieces with strong technical components. Prepare a one or two-page synopsis of a dream project that uses game, web, or mobile technology.

/ CAREER PATHS

More than 90 per cent of our alumni gain employment in the programming industry within three months of graduation. These are just a few of the career paths open to a VFS Programming for Games, Web + Mobile graduate:

- AI DEVELOPER
- ENGINE PROGRAMMER
- FRONT-END DEVELOPER
- GAMEPLAY DEVELOPER
- GRAPHICS PROGRAMMER
- MOBILE DEVELOPMENT SPECIALIST
- NETWORK PROGRAMMER
- SHADER DEVELOPER
- TECHNICAL ARCHITECT
- TECHNICAL DESIGNER
- UI DEVELOPER
- VFX PROGRAMMER
- WEB DEVELOPER

/ ALUMNI EMPLOYERS

- ELECTRONIC ARTS
- KLEI ENTERTAINMENT
- TWO TALL TOTEMS
- DEMONWARE
- FUTURETOWN.IO
- LLAMAZOO INTERACTIVE
- AKIMBO CREATIONS
- TROJAN UTILITIES
- ZEROES 2 HEROES MEDIA
- HOTHEAD GAMES
- EMANAGE CRM
- AYOGO GAMES



/ GET HANDS-ON

- C++
- JAVASCRIPT
- UNITY
- C#
- HTML5
- CSS3
- OBJECTIVE C
- AJAX
- PHP
- JAVA
- XML
- HLSL
- CGSL

/ ALUMNI CREDITS

Brian Yich, Junior Programmer
KILLSHOT BRAVO

Hugo Moraleida, Programmer
DON'T STARVE: TOGETHER
DON'T STARVE: SHIPWRECKED

Dustin Linnington, Assistant Technical Artist
UFC 2

» ARE YOU
READY
TO GET
STARTED?

Learn More About the Program
VFS.EDU/PROGRAMMING
Speak to a VFS Advisor
VFS.EDU/STARTNOW

