**Jobs in creative media**

Computer games tester

Computer games testers play computer games to check they work, and find and record problems or glitches within the game

Salary - £24,000-£50,000

Hours 37-39 hrs a week

Responsibilities of a computer games tester

* test different levels and versions of a game
* find the cause of faults and recommend improvements
* enter each 'bug report' on a quality management system
* compare the game against other games on the market
* check for spelling mistakes in the game, manuals and packaging
* report copyright issues like the use of logos
* check a game's accessibility options
* work under pressure and to deadlines

Broadcast Engineer

Broadcast engineers make sure television, radio and online programmes are broadcast at the right times and are high quality.

Salary - £20,000-£50,000 Hours – 42 to 44 hours a week

Responsibilities of a broadcast engineer

* set up studio equipment for transmission and editing
* design and set up audio and video circuits
* install multimedia hardware, software and digital broadcast technology systems
* set up and operate links between studios and outside broadcast (OB) units
* edit programmes live as they’re being transmitted or recorded
* test and service equipment
* find and repair technical faults

Camera Operator

Camera operators record images for film, television, commercials and online.

Salary – it can vary between different companies Hours- 39-41 hours per week

Skills

* to be flexible and open to change
* knowledge of media production and communication
* to be thorough and pay attention to detail
* the ability to work well with others
* the ability to accept criticism and work well under pressure
* the ability to come up with new ways of doing things
* broadcasting and telecommunications knowledge
* excellent verbal communication skills
* to be able to use a computer and the main software packages competently

**Things you need to do as a camera operator**

* set up camera equipment
* choose the most suitable lenses and camera angles
* plan and rehearse shots
* follow a camera script
* work closely with other technical departments
* repair and maintain camera equipment

**Personal Statement**

My name is Bailey Haggan and this is my personal statement

Now im glad of passing a few things in my time such as passing my English last year I am also glad to get a merit in computing from last year those are two of the things I am proud of

I haven’t got any awards – all I got was certificates from primary but one thing I should class as an award was when I was in year 6 I won the IT Student of the year award I got a nice certificate and a nice dinosaur kit which I never built and im glad to have won that , I also won a medal in year 7 for being best KS3 student in my home team I lost that medal unfortunately so fair to say I won a few awards in my time.

I have held a few positions in my time being a member of my school council when I was in primary got a nice expensive badge out of it I only lasted two weeks in the position I wanted to focus on playing games mainly , another similar position I had was home team rep at secondary funnily enough I only got the job when the original one that had the role lost it because he got a detention I held responsibilities such as , keeping an eye on students , interviewing staff for certain roles , I don’t remember much of the things I did but it was some nice responsibilities I had whilst it lasted.

**Work history**

I don’t have much of a work record because to put it simply I have currently not done any work experience I hope I can some work experience as soon an opportunity pops up the only work I did was at school as a student so I guess that counts.

**Career Plans**

Now my dream job is to a filmmaker but at the moment I want to focus on being either a games tester or a camera operator because I am experienced in this sort of things and want a job or get some work experience to get my desired dream job and those are the things I want to do when I finish this creative media course and leave college.