



Careers Education

GATSBY BENCHMARKS 2, 3 and 4
 Learning from career and labour market information
 Addressing the needs of each pupil
 Linking curriculum learning to careers

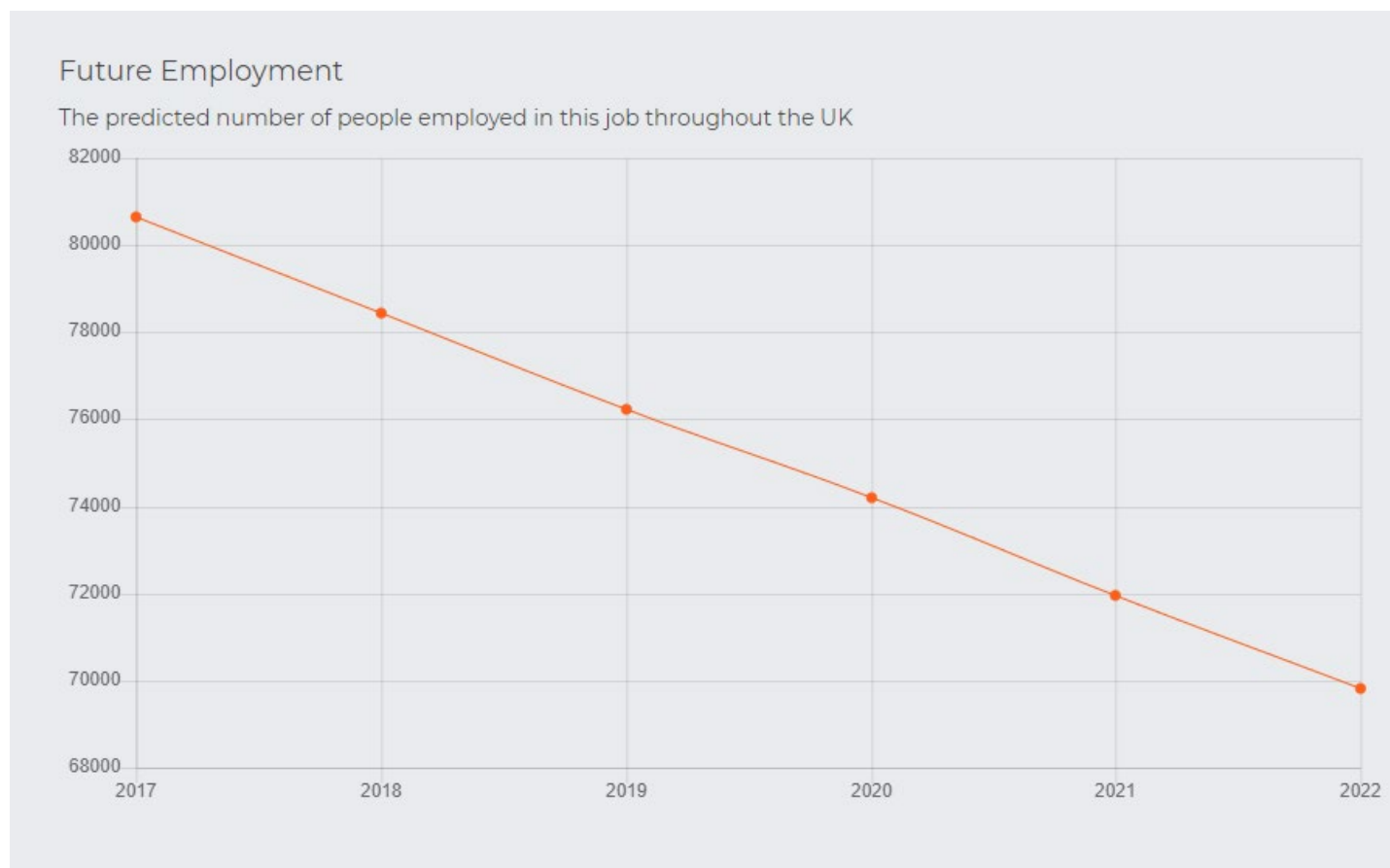


Career of the week

Monday 14 September 2020

Computer Software Tester

Labour market information



Typical weekly hours estimate
41
 Source: UKCES LMI For All - Annual Survey of Hours & Earnings

Starting Salary
£17,000
 Source: U-Explore National Research

UK Average Salary
£22,000
 Source: U-Explore National Research

Useful GCSE / BTEC subjects for this career:
 Physics, Maths, Computer Science, ICT, Media

Job title:	Description:
Computer Software Tester Games tester, quality assurance tester, video games tester	Computer games testers play computer games to check they work and find and record problems or 'bugs'.

<p>Career Pathways / Entry requirements:</p>	<p>University: You could do a foundation degree, higher national diploma or degree course in:</p> <ul style="list-style-type: none"> • computing • games design • programming <p>You'll usually need:</p> <ul style="list-style-type: none"> • 1 or 2 A levels for a foundation degree or higher national diploma • 2 to 3 A levels for a degree <p>Further Education: You could take A levels in computing or a Level 3 Diploma in Creative Media at college, which may help you to get a junior tester job. You'll usually need:</p> <ul style="list-style-type: none"> • 5/6 GCSEs at grades 9 to 4 (A* to C) including English, maths and a creative subject for a level 3 course <p>Apprenticeships: You could complete a software tester higher apprenticeship. You'll usually need:</p> <ul style="list-style-type: none"> • 4 or 5 GCSEs at grades 9 to 4 (A* to C) and A levels, or equivalent, for a higher or degree apprenticeship <p>Direct Application: You could contact games companies about part-time or short-term work experience opportunities. You'll need good technical skills and an in-depth understanding of different game platforms and quality assurance processes.</p>
<p>Skills required:</p>	<p>You'll need:</p> <ul style="list-style-type: none"> • maths knowledge for understanding programming • to be thorough and pay attention to detail for finding faults and 'bugs' • analytical thinking skills for software testing • the ability to use your initiative • the ability to come up with new ways of doing things • excellent verbal communication skills • a good memory • complex problem-solving skills for fixing 'bugs' • to be able to use a computer and the main software packages confidently
<p>What you'll do:</p>	<p>In this role you could be:</p> <ul style="list-style-type: none"> • testing different levels and versions of a game • finding the cause of faults and recommending improvements • entering each 'bug report' on a quality management system • comparing the game against other games on the market • checking for spelling mistakes in the game and in instruction manuals and packaging • reporting copyright issues like the use of logos • checking a game's accessibility options • working under pressure and to deadlines
<p>What you'll earn:</p>	<p>£17,000 Starter to £40,000 Experienced</p>
<p>Working hours, patterns and environment:</p>	<ul style="list-style-type: none"> • 37-39 hours per week • You could work evenings/weekends/bank holidays as customers demand
<p>Career path and progression:</p>	<p>With experience, you could become a quality assurance manager or move into games marketing.</p> <p>With further training, you could become a games designer, animator or developer.</p>

<https://app.startprofile.com/role/530/live-vacancies>

Related careers:

Games designer <https://app.startprofile.com/role/348>

Quality Manager / Inspector <https://app.startprofile.com/role/1009>

Web developer <https://app.startprofile.com/role/568>

Videos:

Click on this link https://youtu.be/nAkgc_yzArw

