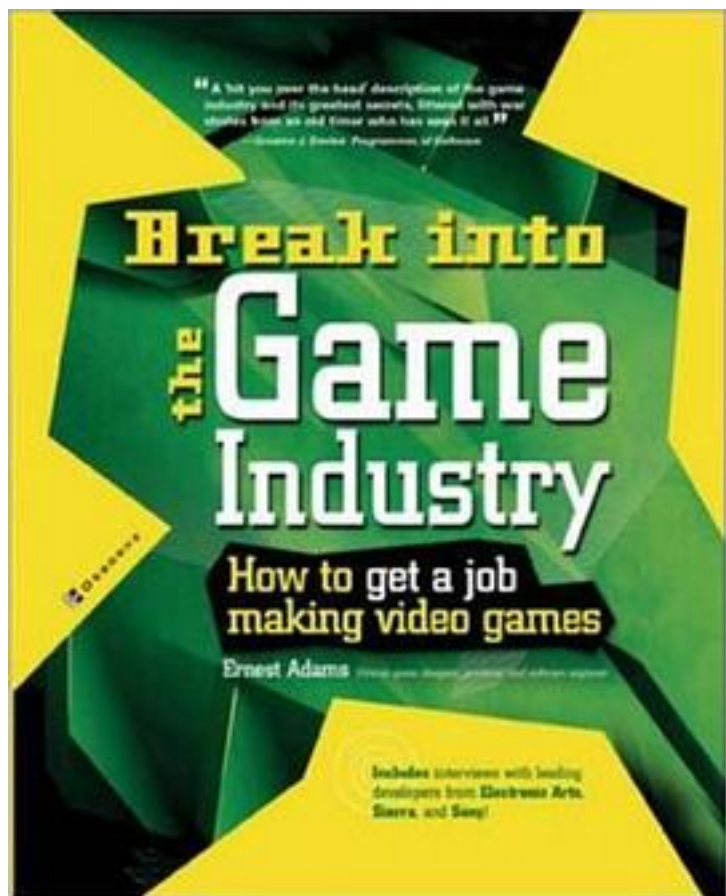


Break Into The Game Industry



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Find out from an industry veteran exactly what you need to do to become a game designer, tester, artist, producer, programmer, writer, soundtrack composer, videographer, or sales/marketing professional. You'll get full-spectrum coverage of positions available within the game industry as well as details on how a game is

created - from start to finish - and much more.

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