***Games tester in the games designer industry***

Computer games testers play computer games to check they work properly. They find and record problems or 'bugs'.

There are no set entry requirements. Your playing skills and knowledge of consoles and games are more important than qualifications.

For this job role, you’ll need:

* excellent gaming skills
* excellent attention to detail and analytical skills
* communication skills
* database and spreadsheet skills

You'll work for a games publisher, a games developer, or a testing company.

Your day-to-date duties will include:

* testing different levels and versions of a game
* checking performance
* comparing the game against other games
* finding the cause of faults and recording them
* checking for spelling mistakes and copyright issues like logos
* checking the text on packaging and in instruction manuals

Your starter salary will be an amount of £15,000 to £20,000, your experienced salary will be an amount of £25,000, and your highly experienced salary will be an amount of £30,000.

You’ll be working long hours on this job role including evenings, weekends and public holidays, and you’ll work in an office at a computer.