

Top **20** Tips from **PRO** Artists





- 1- **Contacts** are very important to get your first job in the industry.
- 2- Don't post things you're **not proud of** on your portfolio.
- 3- Have **confidence** in yourself.
- 4- When Art-blocked going out for shopping or **walking** can be very helpful.
- 5- Surround yourself with good people who can give you **quality feedback**.
- 6- Developing a **reel/portfolio** that would position you for a job is essential to get your first chance in the industry.
- 7- The reason why people get burned out is because they say Yes to too many things and run themselves thin. **Focus on doing the things you love** that will have the most impact
- 8- If you find yourself in a situation with a bad or abusive boss at work, go **find a new job ASAP**.



- 9- Don't get caught up on learning software. It will come and go throughout your career. **Focus on learning the aesthetics of image making.**
- 10- To get into the game industry I had to **Identify what skills** are needed, **enforce myself** to get those skills, and **network/connect** with people in the industry.
- 11- Invest time building your own games to get the **practical experience needed.**
- 12- Reaching out and **accepting rejections** is part of the process.
- 13- I've seen many people who were laid off, and for some, it turned out to be the **best thing that ever happened to them.** They built something new or landed in positions that wouldn't have been possible if they had stayed in their previous jobs.
- 14- If your work is not good, **no degree will give you a job.**



- 15- To land your first job having a portfolio **tailored to a certain company** is crucial.
- 16- I bought my Wacom 3 almost 13 years ago and I **never upgraded** It still works like a charm to this day.
- 17- I would suggest always **keep portfolio and skills updated**, don't rely on your company to be there forever.
- 18- **keep healthy habits**, take breaks, go to the gym, and have a healthy diet.
- 19- **Don't be afraid**, the technical skills will come, but start with ideas first.
- 20- Learning about the **financial side of freelancing**, taxes, and so on is very important.

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