

# If you were to hire someone what would you look for?

So the types of things that I look for when I'm hiring someone definitely is a dedication, and I think you have to keep up with everything because it changes. I'm really looking for critical thinkers, independent learners and ones that ask lots of questions, as well as go out and experiment and create stuff by themselves. Passionate curiosity. People who want to explore and ask the question: "Why is something the way it is?" We definitely want to find somebody who is interested in innovating and trying something new because a lot of what we're doing just doesn't exist yet.

For me I actually really love to see unfinished little experiment projects that people have spent a few days on. It's really telling on how they approached the problems and if they'll be a good fit for the team or not. Experience. And that doesn't have to be the experience of making triple-A games, or games that have sold millions. I think there is so much to be said for having shipped anything. You'll have a wider set of knowledge having shipped a product, knowing what it's like to do that from start to finish.

Being comfortable sharing your knowledge with others, being able to share your knowledge in a way that somebody else can understand. I think it's really important to have people who have empathy and really high emotional intelligence.

I look for people that are thoughtful about other people around them, that make sure that they listen to other voices and make sure that everyone in the room is heard. For my line of work, I'm also looking for writers or someone who can technically write about certain features in Unity who's a great communicator and who can collaborate well with others. Communications skills are extremely key and that helps in every aspect of production.