02:15

Wow. So are you the director of the development department?

02:19

Yeah, only in operations and production. I supervise like what DevOps pipelines are looking at their performance metrics, and give recommendations. Is Dinah's similar to like our faculty, I guess not so much. Actually. I've been applying a lot of the things that I've learned from the faculty.

If you asked me this question, years ago, I w

05:50

you have played so many doors in the past experience, and which one is your favorites,

05:56

I would say I was very happy before with leading a design team. It was still stressful, but not as stressful as like the business side of things. But the decisions were always about were trying to find good ways and proper design and like working with designers and to critically think about what makes good product design or Good Game Design. I enjoyed that experience a lot, because there was a lot of testing going on prototyping and like validating our ideas. And being designers as well, we had opportunities to work with almost every department, because we will be making decisions both on the creative side, the visual side, and even in the technical side, when there's a lot of perspectives to consider for designing products. I really enjoy that. But

06:47

how do you choose to go towards the business direction? Why did you decide to go for

time, I feel like I only cover one aspect of the design, which is like the analytic analysis part and the systems part as a producer. To be honest, this surprised people a lot. But I've been telling people that I'm actually an introvert, I don't enjoy talking to people. Before I got to the CDM, I actually felt very burned out because I was acting like a middleman between a development team and the stakeholders. And there was just so many times that communication needed to happen. And I always felt tired at the end of the day. Or I could I want to just, you know, be a programmer again, or a deqeqe

to five games a year being done, because like it was just sometimes really fast. That also means like the scope isn't as big as if you were doing like a pupil a project, which would take more than a year.

11:45

Amazing. You think the gaming industry has a really fast pace, in integration.

11:52

In some platforms specifically for for mobile. I think I started out in my career as doing flash and web games. And even there was this product before called Macromedia Director. Before it was bought by Adobe. I did a lot of Macromedia products as well.

12:12

All of your gaming projects, which one is your favorite?

12:16

I remember, we were creating a fantasy strategy game for steam. We were building it from scratch, and we went to all the designs, we had to pitch it, it was kind of like my first experience in directing a game and at the same time, having to look for like business partners and publishers can like we were running our own studio back then. But it was more of like an r&d project. But we had to go through that experience. So I learned a lot there. And like the team that I worked with, were very supportive. We didn't get to release it. But I learned so many things about how to take care of your culture, per diem and like the things that you need to be focusing on what the director position actually means.

13:04

I see the people were essential in this project. And compared to the CDM experience, Have you learned anything similar?

13:13

I realized that aside from having good product design, what matters a lot is really the team. And if there's one thing that I think works really well when we're doing projects in Sudan is that we're getting the experience of working with other people who have been put into themes. And we have to deal with all the challenges of coming up with products. And you know, every product is going to be different. Every project is going to be different. If I had to start a company, again, my biggest challenge is always to look for the right team and making that team work. I think that has highlighted that part of the way I'm thinking of running a business right now. The most important part of the project.

14:00

Yes, I totally agree with you. In fact, we don't have a choice.

14:05

Yeah. So you're kind of like forced in reality,

much time without validating with your user base, what are the learnings that you could get from it, and then pivoting how to handle with pivots as well as the all those things contributed to what I think of now as a better approach to do things.

I go and equalization, right? Yeah, a lot of work experience opens my eyes, I can help wondering why you determined to make a change in your life. Like after 20 years working experience, you still decided to be a student again.

Back when I was in the Philippines, I was already working in one of the biggest companies in the game. That local game developing industry. I was director role manager Game Development Division of that company. And I felt like there was a lot more globally that was happening in the game development scene. And I've always viewed Vancouver as like a melting pot for game development. There are so many studios here so many opportunities and the thinking is kind In a different as well. So I want to know how to be globally competitive, or at least be on par with the upcoming trends and technological advancements that are happening in the industry. And I felt that where I was at that point didn't really allow me or didn't provide that opportunity. And at the same time, I was feeling burned out already. And I was really questioning my position in my career, do I actually want to be doing this for the next five years, so I don't know. And then I saw the program CDM, it sounds like this was what I was looking for. Because it's, we get to work on projects. At the same time, we are in a safe environment where we could explore and learn new things. I thought that this was a good fit. So I felt like there's still a lot that I had to learn. One of the key things I remember that the faculty Jason specifically gave me advice on was I need to be open to learning. And as long as I, I tell myself that there are still things to learn, and there are still things that I could grow on, I would learn definitely learn a lot more. And that's true, I really felt that happening. I realized that the goal here was really to learn, and to be in this environment where you could grow.

Besides the faculty, how about the students or your classmates,

the students at the CDM are just amazing. There's so many amazing people in our cohort, and everyone who is in the program, there's a lot to learn from them as well. Yeah, and just overwhelmed with in size t what th cot yere's And th thou t on p of the ker amllz that I cot

there are definitely going to be challenges like that right now. I still have to gather maybe data, I don't know if there's another word for it. But I have to gather more experience and finish it through and finish the program and then see what I want to be doing.

22:37

**25:16**

I've always also like being in difficult teams before. I know like, as a programmer, I've had arguments with other programmers before. For some reason, those have been ingrained in my mind. What did I do wrong, stuff like that. So in relation to what I was saying earlier, those are like learning experiences. There was a designer as well, I was in a design meeting, and we were taking too long, there was a designer who was very frustrated about what we were discussing, and they just spoke up too loudly. And it how you deal with that is always trying to understand as well, like what where they're coming from. So be aware of team dynamics. Always be aware of you, how are you also going to be supporting your teams really be programmers, designers, people will remember you a lot from the support that you gave them. That's the only thing I could think of right now. Nothing too specific.

**26:16**

Maybe next time, you could tell me some other interesting stories, or make.

**26:24**

Yeah, maybe some other time. I'm always open to answer and talk about life, or work in life.

**26:32**

Let's hang out for coffee.

**26:33**

Thank you, Chelsea. Thank you so much.

**26:36**

This is Chelsea. Thanks to everyone for listening to this podcast.

**Paige Smith** 26:46

After School is a podcast project from Simon Fraser university's faculty of communication, art and technology. This has been our conversation with Mars Bella Sockin, hosted by Chelsea Way. The after school podcast is created by Tessa Arsenal, Emma Keeler Dugas, Stacy Copland, myself, Paige Smith, and each of our student house. You can learn more about SFU is Faculty of Communication, art and technology at our website sfu.ca/fcat. And you can follow us on Twitter, Instagram and LinkedIn with our handle FCAT@SFU. That's FCAT@SFU. You can also learn more about the Center for Digital Media at the si de m.ca and follow them on Twitter and Instagram at center Digi media. That's center de IGI media. NEXT TIME ON After School we'll be