



ROGUE INITIATIVE

STUDIOS

My first job in the industry found me working at Rogue Initiative Studios as an Associate Game Designer. I really appreciated how the job offered me both a good mix of mentorship and the freedom to experiment in a wide variety of design fields. Looking back, Rogue was the perfect place to start my career as a game designer, and I wouldn't have it any other way!

-Joshua Lee, USC Bachelor of CS, Class of '15

Working at Rogue Initiative Studios was a phenomenal experience that found me applying all I learned at USC in a number of really cool ways. From the games we released to the products we developed for partners - I was able to apply all that I learned into developing elements of gameplay, integrating console support, and developing networked features supporting customized proprietary technologies, all of that which this crazy and wonderful industry fosters.

-Daniyal Mirza, USC Master of CS, Class of '16

Leaving USC with my graduate degree, I wanted to find a company where I could really find new areas in which to grow. Rogue Initiative Studios was the perfect place for this – their team encouraged and challenged me with meaningful tasks, allowed me the freedom to make a real impact on final products, and provided the guidance I needed to do my job at the highest level. I was able to put my stamp on what we were creating, and it's great to see my work displayed in what we released.

-Tzu-Chin Wang, USC Master of CS, Class of '16

