



Indie After College: Surviving the Transition

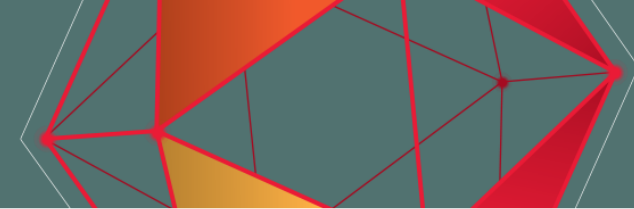
Ted DiNola
Development Relations Engineer, Oculus



@esdin



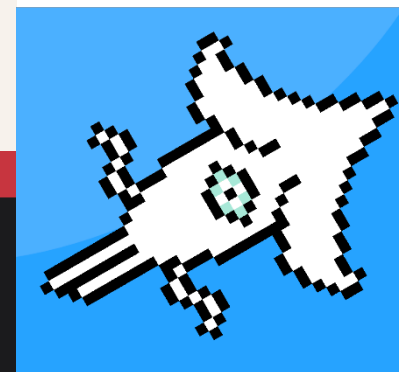
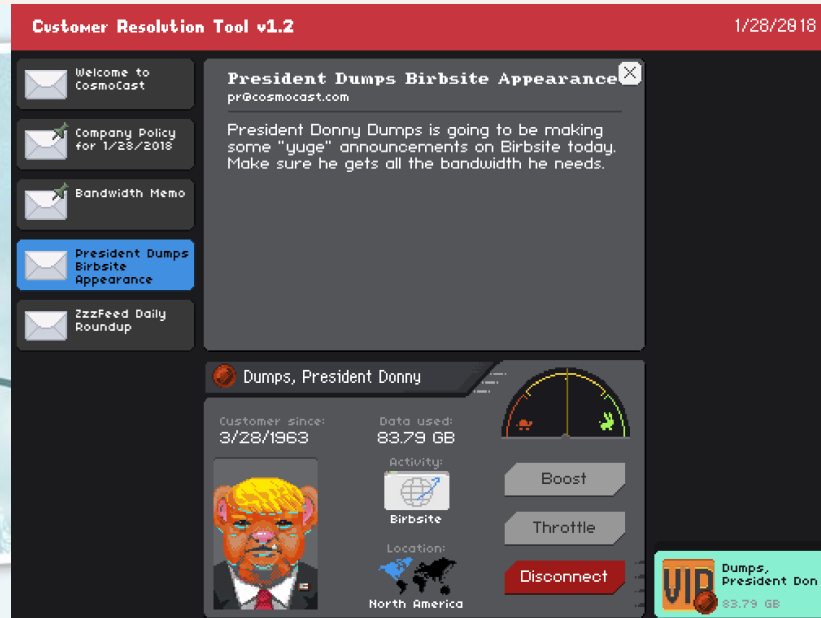
gamedev@edwarddinola.com



NEO・SFリードオンリーメモリーズ 2064 A.D.
READ ONLY MEMORIES
A NEW CYBERPUNK ADVENTURE

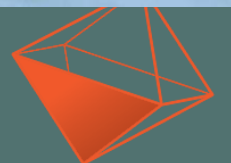


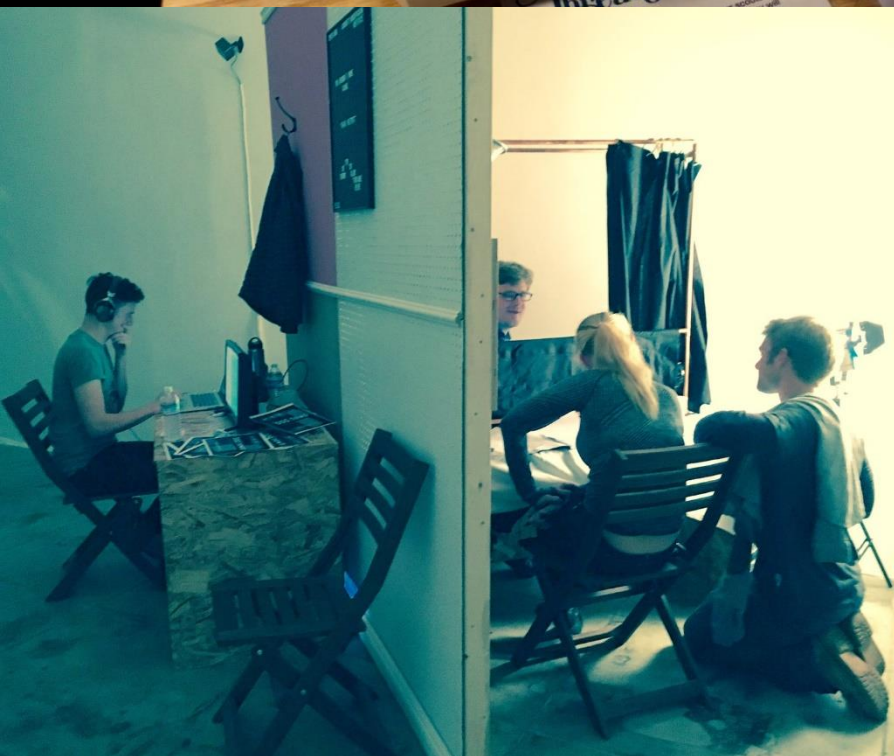
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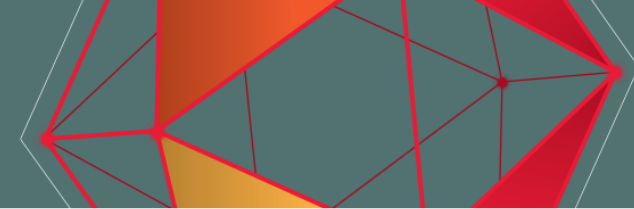


School
is
Cool!!









Ludum
Dare



70FPS

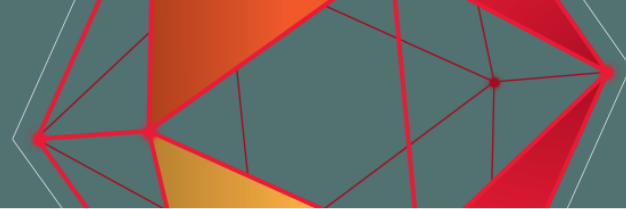




International Festival of Independent Games



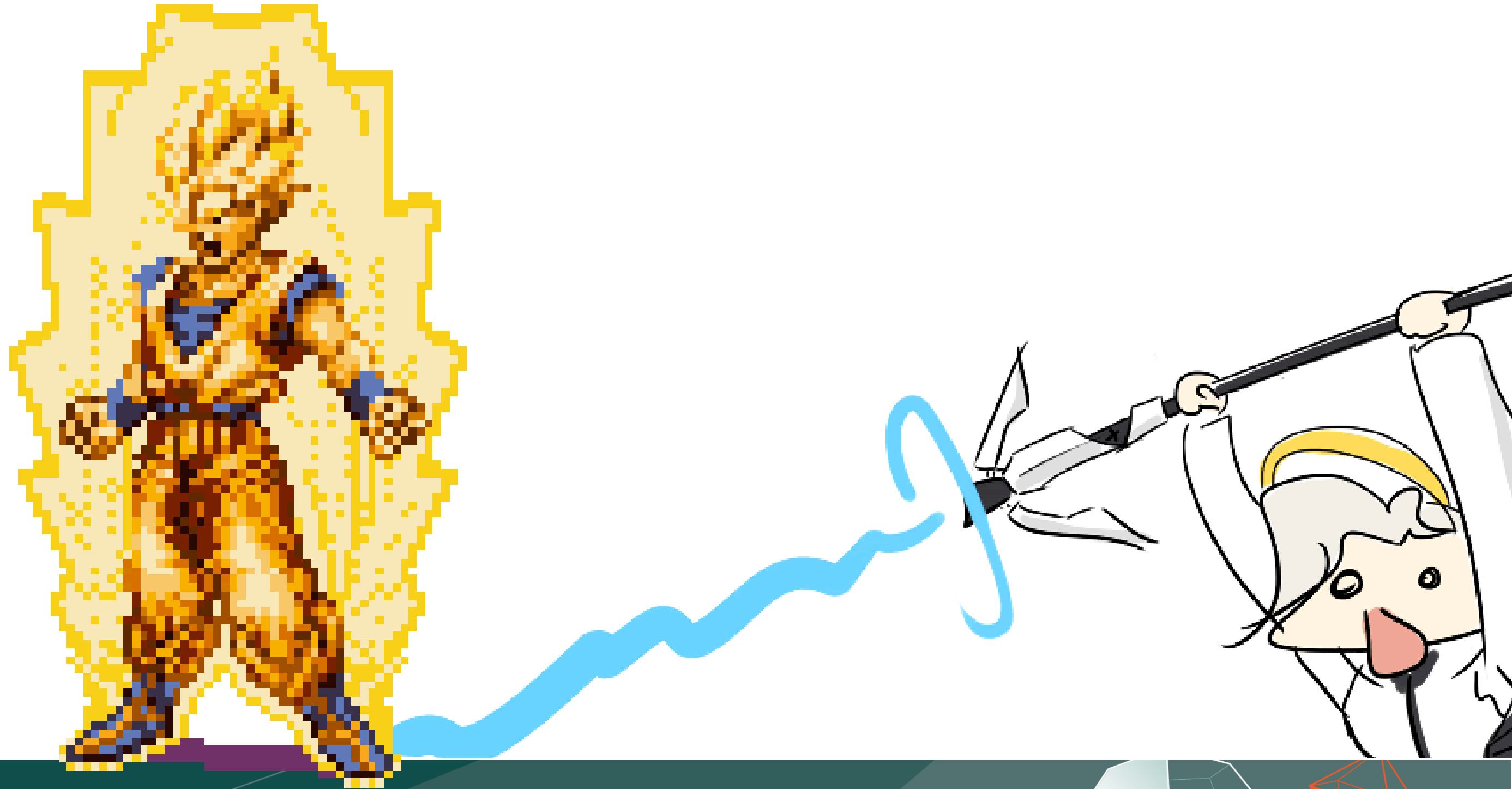




"ALL I WANT IS FOR
ALL OF MY FRIENDS
TO BECOME INSANELY
POWERFUL"

Porpentine







MENTORSHIP





DON'T

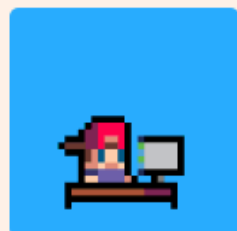
Go Indie After College!

full time





Week 1/5



You begin development on your first game. There's no guarantees any of this will work out, but if you can make enough money to pay rent at the end of the month, you just make it to your next game.

Let's pump the breaks on the scope of this game. It's getting pretty big.

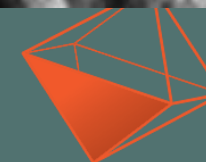
You're starting to feel burnt out. You're tired, but can't sleep.

What Will You Focus On?

Increasing Scope

Relaxing & Recover

Creative Output







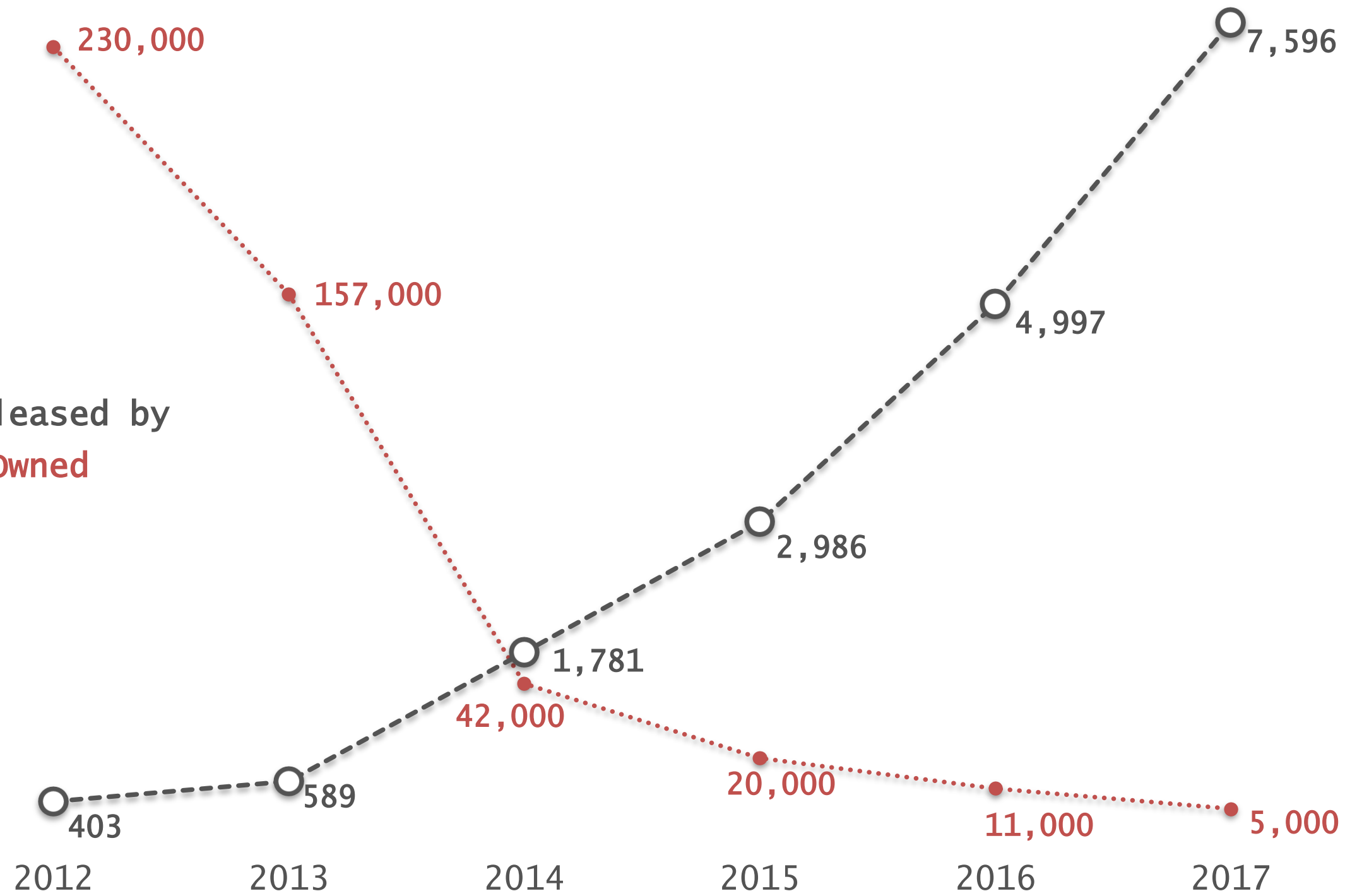
blueprints from hell. tumblr .com
(technically this is a material, but still..)





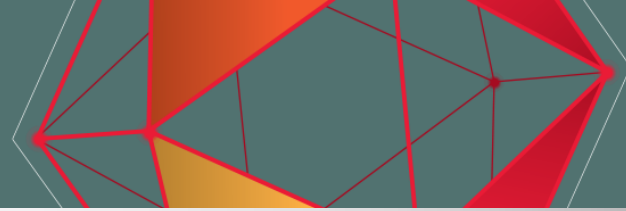


Steam Games Released by
year
Median Copies Owned

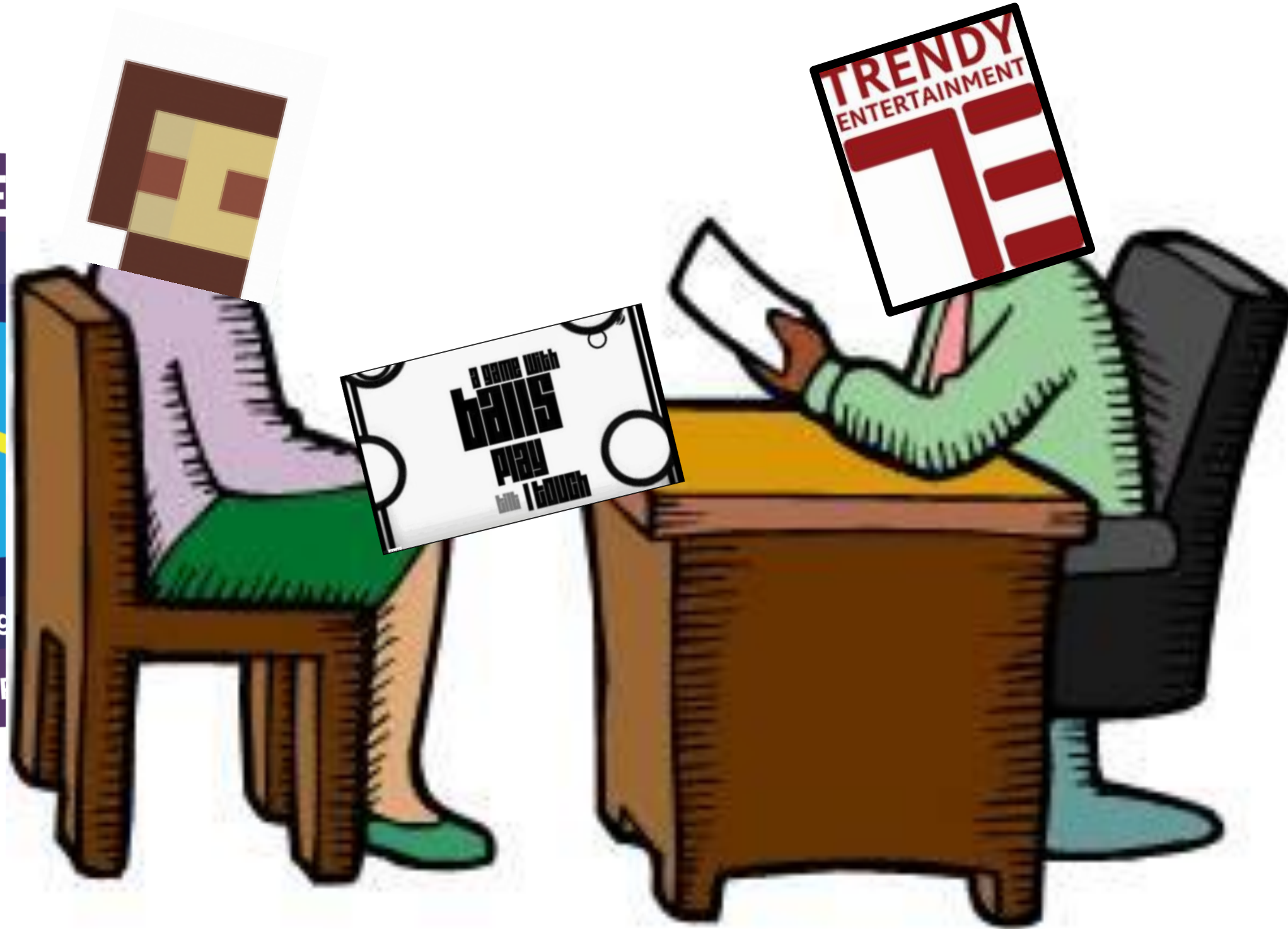


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