



**Launch your career in real-time
3D building new worlds**

Experience overview May 2021

MASTERED

Now is the time to launch a career in real-time 3D

We've supported over 5,000 creators, in multiple disciplines, from 95 different countries since 2015. Right now though, it feels harder than ever to make a living from what you love.

Lots of sectors have been hit by the pandemic and digital disruption. Freelance work is precarious. We are all looking for more meaning at work, more flexibility, more freedom, and more balance. We're all reaching for the reset button.

For programmers and artists looking for a career change, we believe real-time 3D offers a route to better work. It's work that can be creative, well-paid, future-proofed, flexible, and remote, with potential to shape the world.

We're on the cusp of a real-time 3D and XR revolution - as big as TV, internet and smartphones. We believe the film, broadcast, games, VR, architecture and training industries will be transformed. Job demand, salaries and opportunities for real-time programmers have never been higher. Now is the time to get yourself ready for the future - and we are here to help you get there.



Perri Lewis, co-founder and CEO



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Everything you want to know

Plus, throughout this guide you can meet our alumni and hear their stories



“This bootcamp is for anyone who has a dream to work in a passion industry - but have been locked out because of money, no connections, no support, or simply life commitments. Self-paced, with a mentor, online, with the option to pay when you’re hired - now the only thing that matters is your talent and effort.”

Perri Lewis Co-founder and CEO, Mastered



Now is the time

Games studios are hiring

The headlines

- One of the most exciting, diverse and creative industries in the world.
- Games industry is worth £150bn per year and is bigger than the movie industry and North American sports combined.
- Over half of all games, from mobile devices to Nintendo consoles, are built on Unity, whilst Unreal Engine has 7.5m developers for its platform, and also powers Fortnite and its 400 million users.
- Game engine developers are essential to every title - big or small - and good people are always in demand.

Salary data

£60-100k
Senior
lead

£40-45k
Engine
developer

£20-30K
Graduate

Source: 2020 The Skills Search Games and Interactive Salary and Satisfaction Survey

Virtual and mixed reality studios are hiring

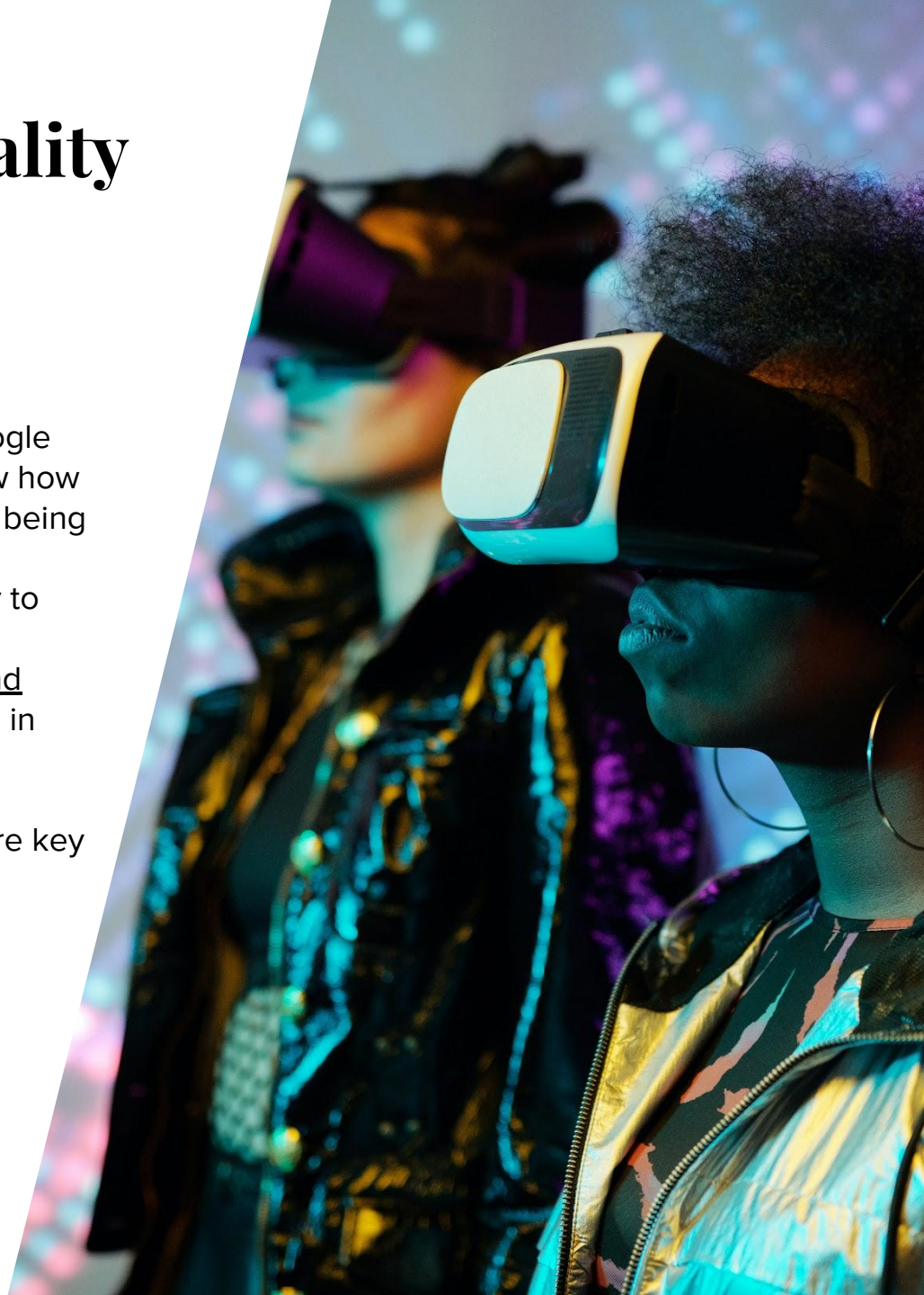
The headlines

- Facebook Oculus, Microsoft HoloLens, Google Glass and Apple's upcoming headset show how the Big Tech companies are betting on VR being the next big computing platform.
- VR industry is set to grow from \$7bn today to \$57bn within six years.
- AR / VR developers are the most in-demand engineers right now in the US with a surge in demand of 1400%.
- Hardware is coming down rapidly in price.
- Game engine developers and designers are key to building really useful or entertaining applications, games and services.

Salary data

£81K
Average
London
salary

Source: [hired.com](https://www.hired.com)





Film, TV and VFX studios are hiring

The headlines

- Virtual production is booming and is set to become the industry norm for all production within 5 years.
- Game Engines are increasingly used in the VFX and animation pipeline to reduce time and improve creativity and collaboration.
- Game Engine Developers and Unreal Technicians and Producers are in huge demand.
- A chance to work for celebrated CG and VFX production studios like ILM, DNEG, The Third Floor and Framestore.

Salary data

£25-35K
Junior artist

£60-120k
Senior / lead

Architecture studios are hiring

The headlines

- The architecture, engineering and construction (AEC) industries are cumulatively worth about £8 trillion to the global economy.
- 3D visualisation has become a key tool in the design process, enabling teams of developers, engineers and architects to collaborate, imagine and build better, faster.
- VR / AR is also used as part of the sales and marketing process to bring to life developments for clients
- Opportunities for surface, texture and lighting artists, creating photorealistic environments, working with world-famous architect firms, in roles ranging from junior architectural technician to media visualisation specialist.



“We’re making a long-term bet that immersive, virtual and augmented reality will become a part of people’s daily life”

Mark Zuckerberg, CEO Facebook

The bootcamp experience



Find more than just a job

As a creator, we know you are already looking for more than just money in your new job - as important as that is.

The bootcamp experience has been designed around a framework for a life of meaning and satisfaction called Ikigai, which means finding work which pays well, suits your skills, is important in the world, and that you love doing.

Through this experience, we will help you find your personal ikigai - the place where your passion, mission, vocation and profession meet.



Learning as it should be

Your bootcamp experience has been built to enable access to the widest group of people - regardless of where they live, their other commitments, and their previous experience.

Remote

You can learn from wherever you want, which gives you flexibility, reduces travel time and means geography is no blocker.

Self-paced adaptive curriculum

Everyone learns differently, so we've built the curriculum so that it adapts to what you already know and can accelerate or slow down as required. You will need to demonstrate your competencies, before you can move to the next topic.

Mentor-guided + community supported

You won't be learning alone. You will regularly report on the progress you've made, blockers you've faced and get the feedback you need from a technical mentor who will help structure your journey. In addition, you will have a Slack server to be a part of, and other live community activities.

Career ready soft-skills

Alongside developing your technical skills, we have a massive focus on making sure you are job-ready with a soft skills curriculum focused on everything from collaboration, to communication, to resilience.

Project and practice-based learning

As in the real world of work, you will learn through completing real briefs and projects. You will learn to build and ship projects quickly. You will work on personal passion projects as well, in groups of artists and programmers. Many small projects will be the way to build your confidence and your ability.

Your journey to a job

PHASE 1: GET THE SKILLS

We have designed an experience solely focused around getting the right job for you. The course is important, but getting you the career you want is the main goal.

Following a successful admissions process:

Assessment and goal setting

Working with your Mastered Success Manager, you will agree career and personal goals, preferred learning styles, the pace that you'd like to work and hours available each week for study.



Matched with a technical mentor

Based on your stated goals, you'll be introduced to a technical mentor who will assess your skills, talk through the competencies you need to have to get the job you want, create a personalised curriculum for you starting where you are, and provide the structure and accountability you need to progress.

3D engine technical skills development - at your pace, with a mentor, and on-demand technical support

The core of phase one is to build the foundational skills that underpins your job search. Week by week, you will cover key aspects of Unity (or if more relevant, Unreal) and you will be given materials to work through. You will meet your mentor monthly to review your progress and get feedback. You will only move onto the next level when you have demonstrated your competencies. We move at your pace, not our schedule.

Live classes to become more T-shaped

You will be expected to attend additional live sessions each week. These will be industry immersions with outside speakers, soft skills workshops and career roundtables that will enable you to become more T-shaped (deep technical ability, as well as broader 'horizontal' skills)

Learning as a community

You'll attend a group sessions with peers that can help motivate you and hold you to account. You'll also be invited to a Discord server with specific channels and chats to support your development, including access to a Technical Instructor to answer questions as you learn.



Arianna Genghini

Alumni, Milan

“A beautiful experience”

“Mastered gave me enough boldness to get into the industry. That's the main gain. Also, it challenged me with the networking thing and building up my personal knowledge and my skills. I would recommend this experience to everyone who wants to get more into the industry with knowledge and a great support.”

Read Arianna's [full review at TrustPilot](#)

Your journey to a job

PHASE 2: GET THE JOB

Phase II starts when you mentor decides you are ready to start looking for a job - and it will continue until you land the job you want. That is our First Day Promise to you.

After successfully building your core skills, you will:



Continue working with your technical mentor

You will carry on meeting your mentor monthly- to ensure that your progress remains on track.

Search for a job with your career agent

Find your first job with support to write your CV and LinkedIn, prepare your portfolio, get ready for interview, and a push to get the very best job not just the first job that is offered to you.

Build an industry-ready portfolio or reel

Collaborate in teams of developers and artists to build real-world projects and demos that will be your route to get noticed by recruiters

1-2-1 coaching to hone a changemaker mindset

To stand out from the crowd and bring your whole self to work, you'll work with our mindset coaches, to improve your confidence, lift your ambitions, overcome barriers and find your purpose.

Take your professional certifications and exams

When you're ready, you will have the opportunity to take the Unity exams to show to prospective employers the level that you have reached and stand out from the crowd.

First day promise

We will continue supporting you until the first day of your new career.

A team of specialists to support you

You won't be alone on this journey – meet the types of people who will be with you.



Success managers

There'll be someone at Mastered who will be dedicated to supporting you throughout the experience, as a single point of contact for any issues you may have, at any point through your journey to a job.



Technical mentors

You will be matched with great technical mentors, many of whom are certified instructors, to help you develop a portfolio that gets you noticed and provide you with the industry know-how to land your first job.



Career agents

This team will support you to find the right job for you. Whether preparing for interviews, or helping you negotiate, or keeping you motivated, they'll be at your side throughout the whole experience.



Career coaches

Our coaches are here to ensure you develop the all important soft-skills, like collaboration, communication and resilience, which are crucial to survive and thrive in the new era of work.

Industry-recognised training

Our programme has been designed to get you the skills that future employers want. We do this in a number of ways -

- data analysis on hundreds of real job ads in the UK right now so outcomes are matched to job requirements.
- co-design our experience and curriculum with hiring managers and recruiters across multiple industries.
- employ certified instructors with industry and academic experience.
- use Unity's curriculum and materials which have been designed over many years with industry input.
- work closely with Unreal and Autodesk's global education teams to ensure you are trained in the industry-standard tools.
- offer you the chance to pass professional certifications to demonstrate your level to employers.

All of this means you leave this bootcamp with industry recognised skills and knowledge that can differentiate yourself from other candidates.





Zahraa Sultan
Alumni, Birmingham

“One of the best choices I have ever made”

“Mastered has been one of the best decisions I could have made for myself. The coaching and mentoring that I have received has helped me both in my career as well as my day to day life. I would definitely recommend mastered to anyone who is looking for a step forward in the right direction. Thank you to everyone on the team.”

Read [Zaharaa's full review at TrustPilot](#)

A person with long hair is wearing a VR headset and holding a VR controller. The image is dimly lit with a warm, brownish tint. The text "Securing your place" is overlaid in the center in a white, serif font.

Securing your place

Changemakers need apply

We're proud that over 5,000 creators from 95 different countries and every walk of life have been through one of our career accelerators since 2015.

With our new 3D bootcamps, we want to continue this commitment to finding diverse voices and original talent who've been shut out for too long. We look beyond the practical skills you already have at the mentality and character you will bring to a career.

Do you...

- Have an entrepreneurial spirit and creative attitude?
- Openness to collaboration and working as part of diverse teams?
- A growth mindset focused on learning and improving?
- The desire to learn as part of a distributed cohort?
- Have a demonstrable interest, commitment and passion to a career as a 3D creator?
- Want to seize the opportunity to be a changemaker in your industry?
- Have the time to dedicate to an intensive bootcamp experience?
- Have some basic knowledge of real-time game engine or other 3D software? *(If you don't, but the other criteria fit, please do still apply - we can support you to build the foundational knowledge you need)*

If so, we want to hear from you.



Vanessa Cogorno
Alumni, Hasselt



Lavonne
Alumni, New York



Michelle Villasenor
Alumni, San Francisco



Nick Onken
Alumni, New York



Ksavi Joshi
Alumni, London



Ray Kay
Alumni, Seoul



Rayna Hernandez
Alumni, New York



Attila Kenyeres
Alumni, Berlin

The application process

An overview of what happens once you have applied. New cohorts start each month.

Interview for 'fit'

Our advisors will review your registration responses and set up an admissions interview where we find out more about your motivations, your experience and your potential - and similarly you can take a deep dive into how the bootcamp works.

Review panel

At the end of each month, we take shortlisted candidates to our panel of internal and external industry figures and choose which ones we would like to offer a place to. If you're not selected in that month, we will give you feedback on what you need to do next.

Offer and finance

We'll only offer you a place if we think that you are ready and will be successful. As part of your application you'll need to choose the right finance option. Our advisors can help you find the right plan for you.

Preparation

Typically, this will require you to complete some self-guided online courses in Unity and coding/design, ready to hit the ground running.

Start your journey

Pick the monthly start date that suits you. We have cohorts starting each month.



Vienna Mei

Alumni, Singapore

“Mastered: The game changer”

“I used to doubt if anything great is possible for my brand, I have high ambitions but lack the mindset, the knowledge and the faith for it to progress anywhere. Being part of the Mastered community is the game-changer!

“It is the most significant thing that could have happened to me this year. Mastered experts and support team are dedicated to what they do, they help you and are 100 percent committed to that.”

Read [Vienna's full review at Trust Pilot](#)

Admission fees and start dates

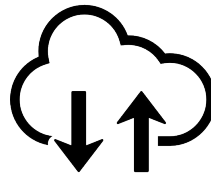
Cohorts start **monthly from June 2021**. Fees include:

- Course materials, with the support and feedback of a mentor
- Unlimited job search support / career agent until hired
- The cost of Unity exams and certification
- Industry immersions and talks
- 1-2-1 mindset coaching
- Access to private Slack group and a Technical Instructor
- A dedicated Success Manager to keep you on track and hold you accountable

To make the most out of this experience you will also need:



A regular laptop or desktop with a camera and microphone - 8GB RAM and 2GHz+ processing power



Reasonable internet connection (wifi connection > 5Mbs / sec)



Quiet place to study

Finance needn't be a blocker to opportunity

We want to widen access to as many 3D creators as possible so we have worked hard to ensure money isn't the reason to not benefit from this experience.

We have partnered with a number of education loan providers to offer a range of options from interest-free, to payment over five years, to paying when hired. Your admissions manager will be able to help talk through the different options.

**Pay in full
£6,000 inc VAT**

(deposit + balance due 14 days before course start date)

**Pay in interest-free instalments
£650 x 12 months**

(total payable £7,800)

**Pay with a private loan
£163 x 60 months**

(Illustration based on 9.9% payable over 5 years. Total £9,823)

**Pay when hired*
Deposit required**

(Small upfront commitment, rest only due after your first paycheque.)

***UK/EU only currently**



Larisa Marton
Alumni, Norway

“The moment my life changed”

“I remember I had so many times wanting to drop Mastered, wondering if this is going to work or is just a waste of money?! Looking back I realised it was the best decision of my life so far. All the emotions, the experience and the wonderful people I met is unbelievable.

“The way my career and my life turned is incredible. I’m more than thankful from the bottom of my heart for all the experiences and people that I met during Mastered!”

Read Larisa's [full review at Trust Pilot](#)

A man in a black leather jacket and cap stands on the left, gesturing as he presents to a group of people seated around a table. The setting is a workshop or studio with a brick wall and large windows. A large, circular, perforated metal object is mounted on a stand behind the presenter. The group consists of diverse individuals, some looking at the presenter, others at their work on the table. The scene is lit with warm, indoor lighting, creating a professional yet creative atmosphere.

About Mastered

About Mastered

We've been supporting creators since 2015 with careers-focused accelerators and online bootcamps designed for professionals.

We've supported 5,000 creators from 95 different countries and a range of disciplines, from photographers, to art directors, image-makers, stylists, designers, makeup artists and streetwear brands. We've placed creators in companies, we've provided exposure in top magazines, we've helped build new networks of collaborators, and we've connected them with global luxury brands and hirers.

Since 2018, we've been delivering leadership training for brands such as Stella McCartney, Louis Vuitton and Dior - and redesigning creative education with London's Ravensbourne University.

Now we're taking everything we've learnt about supporting creatives and applying it to those who want to embrace future creative technology.

4,850
alumni

95+
Countries
our alumni
are from

72
Net
Promoter
Score

9.1
Average
call rating
out of 10



Our leadership team

Meet a few of the people behind Mastered.



Perri Lewis, CEO and head of user experience

With a background in instructional content and journalism, Perri makes the whole Mastered machine tick.



Adil Abrar, chairman and head of admissions

Adil leads the marketing and admissions team with a simple mission to scout the best emerging creator talent.



Grace Pluckrose-Oliver, head of development

Course outcomes, learning objectives, certification, and anything else to do with how our courses are delivered – and you are developed – are masterminded by Grace.



Eric Waring, head of engineering

Eric's team are crucial to our ability to deliver a seamless experience via our own learning and coaching platform.



Our approach to training

Start with the why

Everything we and you do flows from helping you understand your purpose and bringing your whole person and drive to work.

Learn by creating and collaborating

Experiential, project-based learning, working with others - combined with deliberate practice - is key to making knowledge stick.

No one left behind

We design user-centred experiences that are as individual and diverse as each one of our participants.

Teaching you how to learn

We can open the door, you need to walk through it. Our coaching-style is about helping you find your own answers and focuses on setting you up for a lifetime of curiosity and self-development.



Jill Turnbull

Alumni, Paris

“Real deal to advance your career”

“I would recommend the Mastered program to any creative professional who is serious about taking their career to the next level. You will be coached by true experts in the business and you become part of a network that will allow you endless opportunities. Mastered has been a career game changer for me!”

Read Jill's [full review at Trust Pilot](#)

Frequently asked questions

A vibrant concert scene with a large crowd of people in the foreground, many with their hands raised. The stage is illuminated with bright, colorful lights (red, blue, green, and purple) that create a dynamic and energetic atmosphere. The background shows silhouettes of trees and structures, suggesting an outdoor or semi-outdoor venue.

I'm a total beginner / expert, is this still OK?

Total beginners in Unity or Unreal may be OK if they have experience in other related programming languages. We can also guide you to free online courses that might help you qualify for entry.

How many hours per week for classes and self-study in phase I? What's the minimum?

Whilst the experience is self-paced, you will be expected to spend a minimum of 12-15 hours per week on your development. There will be a few live sessions you will also be expected to attend also, plus your mentor call, plus your peer standup.

Can I study at other times and around work commitments?

We would expect attendance at two live sessions per week. The rest of the time you are able to work at a time when is convenient for you, so you can continue to work or fit in other family commitments.

Will I be at the level to get a job at the end of this bootcamp?

Absolutely. The bootcamp doesn't finish until you are hired. We just keep going until you're in work.

How long does phase 2 'getting the job' last?

Phase II is about you finding your career. The pace and schedule will be set by you. Time to a job will really be down to the individual, the job they want and their previous experience and current standard.

You can dedicate all your hours to this and get there faster, or do this around existing commitments. Whether it takes one, three, six or more months, as long as you are actively learning and looking for work, we will continue to support you with mentoring, coaching and career counselling.

What is the curriculum and is it right for me?

The core curriculum is built around the foundational knowledge you need to get a junior job as a real-time programmer. You will get a personalised version of that experience to learn the skills for the job that you want.

What if I can't get a job?

Our sole focus is to help you get a job, however long that takes. If for whatever reason that never happens, under our Pay When Hired scheme you never pay more than your 10% deposit.

Do you have a job guarantee?

You will have to get your own job. We are here to support you to do that. We can't control hiring companies or your life situation to guarantee a job. However, our first day promise means we will guarantee to support you until you are hired as long as you're looking.

When will I find out if I have a place?

We are interviewing candidates all the time and offering places on a rolling monthly basis. You may have to wait some time as we curate the cohorts around similar goals and pathways.

How do I know Mastered are any good or I'll like doing this?

We have been doing bootcamps and accelerators for creatives since 2015 and learnt a lot serving the 5,000 professionals who have been through our doors. We are also one a few carefully selected authorised partners for Unity and Unreal. Finally, we give everyone the option to request a full refund after the first 30 days so you don't need find yourself stuck or regretting your decision.

Now is the time to train in real-time 3D

build your network
do work that matters
get ready for the future
learn something new

switch careers

earn more

build new worlds

be creative

work better

get a job in tech

be brave

upskill in your industry

MASTERED