



Schell Games Apprenticeship Program (SGAP)

High-Quality Gaming Education with CCAC

Schell Games is partnering with the Community College of Allegheny County to sponsor an apprenticeship program for students looking to get into the games industry. Each apprentice will complete an Associates Degree in [Multimedia Programming, Simulation, and Gaming](#), attending half-time (20 hours per week) for three (3) years. **Full tuition is paid for by Schell Games.**

Real-World Game Studio Experience

Additionally, each apprentice will be paid up to 20 hours per week, which will be spent gaining on-the-job experience at Schell Games' Station Square studio and will include: professional training and development, studio-specific onboarding and curriculum, and project work as assigned.

How to Apply

Apply to CCAC, select Multimedia Programming, Simulation and Gaming for your academic program, and indicate your interest in the Schell Games Apprenticeship Program (SGAP) on the application. Write a brief (maximum 500 words) essay describing why you want to be selected, what your strengths are, and what you hope to gain from the program. A selection committee will interview finalists. **Contact mmc@ccac.edu for additional questions and information.**

Did You Know?

- Schell Games is the **largest full-service education and entertainment game development company** in the United States. Since 2002, we've worked to create interactive experiences on almost every game platform to enrich the lives of players of all ages. Our 150+ person studio is based in the **South Side of Pittsburgh in Station Square.**
- Our developers can manage all aspects of a game project, from 2D and 3D art, audio, and animation to engineering, game design, and production. We can create AAA-game quality art and cinematic elements. We collaborate closely with clients and partners to deliver projects on time and on budget.
- We are platform-agnostic and proud! Our team has experience working with **Android** mobile; Apple **iPhone, iPad**, and **ARKit**; **PC**; Nintendo **Switch**; Microsoft **Windows Mixed Reality, HoloLens**, and **Xbox 360**; **HTML5**; **Facebook**; **Unity** and **Unreal** game engines; Oculus **Rift, Rift S**, and **Quest**; Sony **PlayStation®VR**; **Google AR/VR, Magic Leap**; HTC **Vive** and **Vive Pro**; and Valve **Index**. We've also developed our own proprietary software for delivering mobile applications.
- Our games have won numerous awards and accolades, including the **Oppenheimer Platinum Award, International Serious Play Award, KAPi Award, Auggie Award, VR Award, Webby Award**, and **Parents' Choice Award.**
- We have been recognized as a **Best Place to Work** for fourteen consecutive years and counting, receiving special designations as a **Best Workplace Diversity + Inclusion** IGDA GIGA Awards Nominee (2022) and the **Games for Change Leadership Award** winner (2022).