Global Talent Occupations List for Canada

(as of June 12th 2018)

- Engineering managers
- Architecture and science managers
- Computer and information systems managers
- Computer engineers (except software engineers and designers)
- Mathematicians and statisticians *
- Information systems analysts and consultants
- Database analysts and data administrators
- Software engineers and designers
- Computer programmers and interactive media developers
- Web designers and developers
- Information systems testing technicians
- Producer, technical, creative and artistic director and project manager – Visual effects and video game **
- Digital media designers ***

* Positions for actuaries or related occupations are excluded from this subset.

**The position must require a minimum of three years of experience in the visual effects, video game or animation industries in one or a combination of the following roles: producer, technical director, creative director, artistic director or project manager, senior coordinator, department manager, with three years of job experience in at least one or more of the following skills relevant to the visual effects, video game or animation industries: surfacing and look development; character or simulation rigging; matte painting; managing budgets or teams; or technical pipeline development and application for visual effects, video games, or animation production.

***The position must require a minimum of three years of job experience in at least one of the following digital media design skills: 3D modeling, compositing, paint and roto, layout and match move, digital environment and Matte painting, texture, lighting shading, character effects, effects and simulations, design and scenario, rigging, user interface or user experience, responsive design (for gaming), virtual reality, augmented reality, digital media animation, levels editing for digital media design, software editing for digital media design, pipeline software development or applications relevant for digital media design