

# PERSONAL DEVELOPMENT PLANS

Overall goal	Development and opportunity	What I will achieve	Resources and support needed	What success looks	Target date for completion
Game design 2D/3D animation 3D modeling Game engines (Unity/Unreal)	Developing both game design and animation skills builds strong creativity, technical ability, and problem-solving. It helps me learn industry tools like Blender and Unity while improving storytelling and artistic expression.	I will achieve strong creative and technical skills to design games, create animations, and build my own digital projects. I will also develop a professional portfolio that opens doors to game studios, animation companies, and freelance opportunities worldwide.	I will need access to tools like Blender, Unity/Godot, a good laptop, and online learning platforms such as YouTube or Udemy. Support from mentors, online communities, and feedback from peers will help me grow faster and improve my skills.	Success looks like creating my own playable games and polished animation projects that showcase my skills. It also means building a strong portfolio that helps me enter top colleges, land internships, or start earning through freelance work.	JUNE 2028