*Ideal jobs:*

*Compare and contrast the ideal jobs for each person in the group. This may have changed due to feedback from Assignment 1. What common elements are there, if any? What differentiates each position from the others, if anything? How similar or different are your career plans across the group?*

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**Ideal Jobs**

As our group is made up of many gaming enthusiastic, its not really that surprising that four of the six ideal jobs listed are linked to the games industry. The biggest overlap in experience requirements are knowledge and experience in development of software. There are many overlapping skills also focused around network administration and knowledge. Five of the six roles listed one or more programming skills, with the exception of the infrastructure manager. This was probably the biggest overall area of overlap of requirements.

Half of the jobs listed also required a formal education (specifically the two game programmer roles, and the software engineer role), whereas the other roles were more concerned with experience in the required skills ahead of listing a required formal qualification (although this could also be implied due to the nature of the previous experience required). Nathan’s ideal job of Technical lead had many serverless technologies listed as desired knowledge and to be working on the leading edge of the latest technology, which makes it unique in this aspect compared to the other roles. Harrisons role of Infrastructure Manager was the most heavily based in network, virtualization and security and these types of skills would be utilised in wide number of businesses.

In the area related to personal attributes, the ability to work in a team, and having strong communication skills were paramount to all six roles, which clearly demonstrates that no matter which area of IT you want to be ultimately work in, having great communication and the ability to work effectively in a team are fundamental to your success.

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