Personal information

Team profile

**PERSONAL INFORMATION**

**Who are we:**

Welcome to Group Fourteen. We’re a small and focused team of individuals from a diverse range of backgrounds and from many walks of life. We all have one thing in common. We are passionate about technology and we have been since before it was cool. Click on the portraits below to learn more about the talents that power this unique company.

Background, Hobbies, IT interest and Experience.

**Meet our team (need pictures for each)**

**Lee van den Blink**

RMIT Student # 3792973

Title: Database administrator / Programmer Wannabe

With a decade long history in the vocational education sector, Lee has worked with database management and server management in both small and medium businesses. She is passionate about ‘clean data’ and using data analysis to paint a picture of what is really happening in a company based on the database information. Lee has also rolled out numerous upgrades to IT infrastructure and been responsible for training staff in new application and software. She was first exposed to computers through playing 80s adventure games with friends in primary school, and as technology improved her curiosity and involvement with technology has only increased. Being a teenager when floppy discs and dial up internet were still a thing, Lee sees that the world of IT has evolved so vastly and there's so much more to learn, and she wants to learn as much about it as she can. Being that technology and computers have been a part of her life for so long, it's no great surprise that Lee is an avid gamer in her spare time, which is somewhat limited these days as she’s also looking after her young family while working part time. Alongside video games she also enjoys playing netball and learning more about the world through listening to any number of the shows in her massive podcast library.

**Michael <<surname? Assuming you are leaving it off though which is cool.**

RMIT Student # <<Need this>>

Title: Cybersecurity / Student of Learning

After leaving Australia 7 years ago on a one way ticket to travel the world, Michael currently calls Moscow his city of residence, where he teaches English. He main interest is the pursuit of knowledge. A Bachelor of Arts graduate, Michael has continued his education into the IT industry, with a keen interest in learning more about software engineering. Seldom does he have downtime, as when he is not at work, he is often studying university, or any number of other online education. You could say studying is his biggest hobby, as he has completed numerous online courses to further his own knowledge on subjects, including maths, computer science and programming languages. Like many members of Group Fourteen, his interest in IT was first piqued at a young age with the family computer. He has witnesses the speed of evolution of the industry, and now understands that the world of IT has the ability to influence society, seeing first hand the differences between countries that have supported infrastructure, and those that are lacking. A few years ago Michael decided to remove himself from all social media, feeling the intrusiveness and ambiguity of the services far outweighed any benefit. This directly links with his interest in cybersecurity and privacy issues, where he hopes to specialise in his future career.

**Nathan Christos**

RMIT Student # S3788418

Title: Technician and Artist / Knowledge seeker

Currently based in sunny Queensland where he works with electronic security and surveillance issues, Nathan originally grew up in a farming community in NSW. He was home schooled from a young age and it seems his quest for learning and knowledge was present from his early youth, as he continuously scored well above the curriculum standards. Eventually his natural curiosity for learning crossed paths with IT in the form of his family’s first computer. Nathan realised that computers were not magic, but machines, that could be understood and mastered. He has followed this curiosity with IT to a career in electronics, and plans to continue building on his insatiable quest for understanding by studying his Bachelor of Information Technology. Already being involved in electronics through his career, Nathan has many ideas for IT based projects and hope through further study he could bring these to fruition. His strong desire to always improve and master his skills has also been applied to his many and varied other interests which include archery, playing music professionally, being a Kung Fu Master, and being able to solve a rubik’s cube!

**Nicholas Young**

RMIT Student #

Title: Game designer / Tenacious Self Learner

Young in name and in age, but don’t let that deceive you. After completing high school Nicholas continued to pursue his interest in IT and studied both IT Networking and Level Design, and it currently studying his Bachelor of IT at RMIT. He discovered his natural affinity for all things IT while still young at highschool, when he fixed a troublesome network issue using nothing but research and tenacity. Nicholas has self taught himself many skills along the way through helping people with their own IT issues, which he then uses as an opportunity to further develop his own knowledge. In particular he has applied his self-learning ability to game level design, which he has pursued for a number of years, and has successfully designed his own levels for games. Aside from his pursuing further knowledge in game design he is also very interesting in developing his knowledge on IT networking.

**Cory Atkinson**

**RMIT Student # s3775626**

Title: Game Programmer/ Aspiring Game Designer

The seed for the idea of a career in IT was first planted in Cory at the young age of 10, by playing Halo:Combat Evolved on the XBOX. Unlike most other players at the time who just enjoyed the gameplay, Cory was intrigued by more then the game itself, but everything going on behind it: the hardware, the game mechanics, programming, the design. The seed took root and he pursed this interest further and while a teenager he learnt programming and even made his own “terrible 3d Games” (his own words) to learn more about the craft around his passion. Fast forward to today and Cory passion about game design has only increased. Cory sees the potential for 3D art and design to be better and bolder, and he sees his current studies with RMIT as a big step towards learning more about his passion. His other main interests which he also approaches with passion and creativity are coffee and metal music.

**Harrison Williams**

RMIT Student # s3791005

Title: Coder & Network Support / Natural Talent

Harrison currently resides in Melbourne, and after VCE completed a year of Bachelor or Psychology, before deciding to pursue his interest in Information Technology, while also working as a baker's apprentice. When he's not rolling dough his enjoys listening to and playing music, reading, and gaming online with friends. His interest in information technology was stirred from youth, and he learned a great deal from his father who was more tech savvy than most, learning about things like running from the command line to use dosbox. This interest grew more in primary and high school, where Harrison found himself being Mr-fix-it for everyone else’s It issues, thus enabling him to delve deeper into his own understanding of computers and systems. He found a natural affinity with computers, and also learnt he really enjoyed being able to help others and fix their issues. He pursued this interest further and taught himself HTML coding and python language, however bakers hours don’t currently allow him much chance to continue this interest. He has decided to undertake a Bachelor of IT, as he believes there is great potential for him to find employment in an area he thoroughly enjoys, with the longer term goals of finding work in areas such as coding, connectivity systems, and servers and networking.

**TEAM PROFILE**

Test outcomes

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TEST** | **Myers Briggs** | **Learning Style** | **Creativity** | **Big 5** | **Problem solving** |
| Lee | ISFJ - A  “The Defender”  Introverted 64%  Observant 51%  Feeling 64%  Judging 61%  Assertive 68% | Auditory/Visual  Auditory 35%  Visual 35%  Tactile 30% | 69.64  Strongest Curiosity, Complexity, Paradox  Weakest Boldness, Connection, Persistence |  |  |
| Michael | ISTP  “The Virtuoso” | Tactile |  | Openness: 60%  Conscientiousness: 42%  Extraversion: 33%  Agreeableness: 48%  Neuroticism: 50% |  |
| Nathan | ENFP  “The Campaigner”  Extraverted  iNtuitive  Feeling  Perceiving | Tactile/Visual |  |  | Confident. Approaches systematically, planned decisions |
| Cory | ISTJ  “The Duty Fulfiller” | Auditory |  | Openness: 79%  Conscientiousness: 44%  Extraversion: 50%  Agreeableness: 73%  Neuroticism: 79% |  |
| Nick | INFJ - T  “The Advocate”  Introverted: 89%  Intuitive: 74%  Feeling: 51%  Judging: 51%  Turbulent: 60% | Visual  Auditory 15%  Visual 60%  Tactile 25% | 42.69  Strongest:  Complexity  Persistence and Abstraction |  |  |
| Harry | ENFP - T  “The Campaigner” (ENFP-T)  Extraverted – 56%, Intuitive – 74%,  Feeling – 90%, Prospecting – 72%, Turbulent – 60%  Role: Diplomat  Strategy: Social Engagement | Auditory  Auditory 40%  Visual: 25% Tactile: 35% | Creativity score of 66.43 |  |  |

**Impact of results:**

Of the the 6 members of group fourteen, 4 received results of being introverted, and one of the extraverted members was only 56% on this scale. As we formed early in the process through a discord chat group based around our shared interest in video games, the application has been pivotal in allowing team members to jump on and off as needed, and leave comments and messages for other team members, so communication may be interrupted but is not dropped. All members have traits that lend them to high and intense focus, so the most efficient way for us to complete the project is a divide and conquer approach. By using the discord channel we are able to bridge the obstacles of distance, and the need to meet face to face, provided that the communication continues. The group will probably work efficiently enough without an outright ‘project leader’, but would benefit from one or more members stepping in as ‘overseers’, while still allowing individual a large sense of automation towards their own contribution. The team has a wide range of interests and background but also a lot in common, particularly in the areas of IT and video games, and ensuring that communication remains steady and open any issues that arise should be shared without fear of criticism.