Professional Development Plan

Samuel Jones

Strengths & Skills

My technical skill set includes:

- Proficient at programming in C#, specifically for the Unity Game Engine.
- Adept at 3D Modelling in Autodesk Maya Program.
- Group Project Programs including HacknPlan, GitHub & GitKraken.

Future Development Plans

Learn how to do other coding languages including C++, Java and Python. This is because they're more widely used in the industry and are relevant for a variety of jobs, not just as a game programmer.

Other areas I want to work on includes, further growing my skills in C#, especially regarding the application of physics, graphics and optimisation of the game project as well as 3D modelling and rigging.

Short Term Goals

1st Year
- Build small, one-man projects focusing on a variety of game mechanics.
- Develop further C#, specifically Physics Engine, Rendering and File Manipulation.
- Find and develop a good weekly routine, where I work on projects, develop skills and work on getting myself known in the industry.
- Start learning new coding language (preferably C++).
- Have a CV/Resume, Social Media site(s), business cards up to date with current, completed work.

Short Term Goals Cont.

2nd Year
- Finish production of a project to a high quality.
- Showcase finished project at a convention or event, and promote personal brand through social media/business cards.
- Getting a job in the industry, either locally or abroad, indie or AAA company.

Long Term Goals

5th Year +
- Create a studio and team to work on a project.
- Evolve Studio into a Corporate Entity so it can grow and stabilise as a business.

State of the Industry

- Most popular game genres are shooters for males and strategy for females across the different platforms (Console, PC, Mobile) **[NewZoo, 2017]**
- Mobile game market is biggest and fastest growing **[NewZoo, 2019]**
- Interactive Games are a big thing in Aus **[Aus Parliament, 2019]**
- Aus Gov inquiry into loot boxes and study urges loot boxes to be restricted to gambling aged people **[Kotaku, 2018]**
- Push for governing parties to reinstate Interactive Games Fund **[Kotaku, 2019]**
- C# and C++ most popular languages for game dev in that order **[Data is Beautiful, 2019]**

Most Popular Game Genres

The 2017 NewZoo study into the most popular game genres WorldWide indicates that Shooters (*for males*) and Strategy (*for females*) games are the highest played percentage - wise. Further broken down into 35% average across all consoles for Shooters and 33% for Strategy, respectively.

In regards to my career goals, this means that it would be most profitable to work on a game fitting into these genres. Thankfully, the game genre that I would like to work on, Action/Adventures are within the top 3 for both

Game Market Worldwide

Mobile is currently the highest grossing and most rapidly growing gaming device at the moment. With the biggest gaming markets in China and the US, consoles and mobile dominate the other gaming devices in terms of revenue because of the sales in these two countries.

In regards to my career goals, it incentivises me to create my games not just exclusively for PC, but to also branch out into the major game devices on the market. Though this isn't necessarily hard, it does mean I will have to compromise by making my games more compatible to them rather than optimising it for PC, my preferred gaming console.

Career Opportunities

- Attending a Game Jam, which involves a small team of people creating a game in a few days.
- Attending conventions and/or opening a stall at them including Games Week, PAX, EB Expo and Beer & Pixels.
- Showcase work online, including Unity Store, Social Media and Youtube.
- Sell my completed games on a Retail Distributor, such as Steam or Epic.

Australian Gaming Trends

Personal Brand

Resume, logo, portfolio

Social Media

- LinkedIn / Instagram / Youtube / Business Cards

https://www.aph.gov.au/Parliamentary_Business/Committees/Senate/Environment_and_Communications/Video_game_industry/Report/c02

https://filmora.wondershare.com/infographic/video-game-trends-and-stats.html

https://newzoo.com/insights/articles/male-and-female-gamers-how-their-similarities-and-differences-shape-the-games-market/

https://newzoo.com/insights/articles/the-global-games-market-will-generate-152-1-billion-in-2019-as-the-u-s-overtakes-china-as-the-biggest-market/

https://www.kotaku.com.au/2018/09/study-urges-games-with-loot-boxes-to-be-restricted-to-players-old-enough-to-gamble/

https://www.kotaku.com.au/2019/05/australian-industry-reacts-to-the-interactive-games-fund-policy/