Industry Data

Industry Data In Canvas on the Assignment 2 page, you will find a link to some industry data supplied by Burning Glass. You should use this (as well as any other data you may be able to find) to answer the following questions. If you’re to be looking outside of the IT field, find similar data for your specific Industry.

**What are the Job Titles for your group's ideal jobs?**

Open Loop System Builder (Systems Engineering)

ICT trainer (Business Process’s)

Network Engineer (Systems Engineering)

Cyber Security analyst (Information security engineer)

Machine learning engineer (Software Developer)

Game designer (Software Developer)

**How do each of these rank in terms of demand from employers?**

1. Game designer (Software Developer)
2. Machine learning engineer (Software Developer)
3. Network Engineer (Systems Engineering)
4. Open Loop System Builder (Systems Engineering)
5. Cyber Security analyst (Information security engineer)
6. ICT trainer (Business Process’s.)

* From your group's ideal jobs, you can identify a set of skills required for these jobs (we will refer to this as your group's required skill set). These can be divided into general skills (communication, problem solving, writing etc) and IT-specific skills (Javascript, SQL, etc).
  + How do the IT-specific skills in your required skill set rank in terms of demand from employers?
  + How do the general skills in your required skill set rank in terms of demand from employers?
  + What are the three highest ranked IT-specific skills which are not in your required skill set?
  + What are the three highest ranked general skills which are not in your required skill set?
* Having looked at the Burning Glass data, has your opinion of your ideal job changed? Why or why not?

After studying the Burning Glass data some of us have found that they have changed their idea of their ideal jobs. Connor, who was interested in

Troubleshooting, Communication (written and verbal), Degree in IT, Adequate verbal and written Communication skills, practical experience in the field.

**Game Designer (software developer):**

The General Skills we have identified for a Game Designer, ranked highest to lowest are as follows: Communication Skills, Problem Solving, Writing, Organisational Skills, Teamwork/collaboration, Troubleshooting, Detail orientated, Creative, Time Management, Quality Assurance and control, Meeting Deadlines, Multi-tasking, and English.

The three highest ranked General Skills not required for a Game Designer are: Planning, Research and Leadership.

The IT specific Skills we have identified are

fluency in JAVA, C++, Microsoft Windows, Graphic design and Microsoft C#.

The top three ranked IT Specific Skills not required for a Game Designer are:

**Machine Learning Engineer (Software Developer):**

General Skills required for a Machine Learning Engineer ranked highest to lowest are: Communication Skills, Problem Solving, Organisational Skills, Teamwork/Collaboration, Troubleshooting, Detail-Orientated, Research, Time Management, Quality Assurance and Control, Meeting Deadlines and Analytical Skills.

Three General Skills that are not required for a Machine Learning Engineer are: Writing, Creativity and Leadership.

**Network Engineer (Systems Engineering)**

For a Network Engineer, these are what we believe to be the top General Skills: Communication, Problem Solving, Organisational Skills, Teamwork/Collaboration, Planning, Detail-Orientated, Time Management, Quality Assurance and Control, Meeting Deadlines and Decision Making.

The three top General Skills not required for a Network Engineer are: Writing, Creativity and Research.

**Open Loop System Builder (Systems Engineering)**

To be an Open Loop System Builder, General skills you will require are: Communication, Problem Solving, Organisational Skills, Writing, Troubleshooting, Planning, Detail-Orientated, Creativity, Research, Time Management, Quality Assurance and Control, Presentation Skills, Meeting Deadlines, English, Building Effective Relationships, Articulate, Self-Starter and Decision Making.

Three of the top General Skills not required to be an Open Loop System Builder are: Teamwork and Collaborating, Leadership and Mentoring.

**Cyber Security Analyst (Information Security Engineer)**

General Skills Required: Communication Skills, Problem Solving, Organisational Skills, Writing General Skills, Teamwork/Collaboration, Troubleshooting, Detail-Orientated, Research, Time Management, Quality Control, Presentation Skills, Meeting Deadlines, Analytical Skills, Multi-Tasking, English, Articulate and being a Self Stater.

Three Skills not required: Planning, Creativity and Leadership.

**ICT Trainer (Business Process’s.)**

General Skills required: Communication, Organisational Skills, Writing, Teamwork, Planning, Detail-Orientated, Creativity, Research, Leadership, Time Management, Mentoring, *Quality Assurance,* Presentation Skills, Meeting Deadlines, Team Building For sure, Management, Multi-Tasking, English, Building Effective Relationships, Articulate, Self-Starter and Decision Making.

General Skills not required: Problem Solving, Troubleshooting and Analytical.

Upon viewing all the burning Glass data, everyone in our group has been reassured that the field that they originally had an interest in is the path they wish to take. We all believe that our paths will lead us to successful and fulfilling careers.