Self-Evaluation

|  |  |
| --- | --- |
| Name | Elias Hurst |
| Date | **30/10/2024** |

# General

## Quality of Work

I complete my work thoroughly and with care, correctly following established policies and procedures.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|  |  |  |  |  |

### Comments

I take care to ensure that all my work is completed to the highest quality I believe I can achieve.

## Job Knowledge

I have a full understanding of my role and responsibilities and perform my responsibilities skilfully.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|  |  |  |  |  |

### Comments

I take care to ensure that I fully understand a role I am assigned before starting any work relating to it.

## Organisational Skills

I complete my work thoroughly and with care, correctly following established policies and procedures.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|  |  |  |  |  |

### Comments

I commit to arriving early whenever possible, and vigilantly informing relevant parties when I can’t.

## Leadership Skills

I make good decisions and trust my peers when delegating tasks. My peers work to a higher standard when following my instructions.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|  |  |  |  |  |

### Comments

I have not been in enough leadership roles to give a genuine answer.

Teamwork

I actively participate when assigned to a group task. My peers complete the group task more efficiently and to a higher standard when I am assigned to their group task.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|  |  |  |  |  |

### Comments

While I can say for certain that I strive to participate in group activities, it would be irresponsible to assume that any work done by my peers is improved by my mere presence in their groups.

## Communication Skills

I communicate clearly in both written and verbal communication. I rarely have to clarify and rarely cause confusion.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|  |  |  |  |  |

### Comments

I’m a fairly average communicator. While I can get a point across, it is often preceded with confusion and lacking clarity.

## Conduct

I conduct myself professionally. My language, tone, appearance, hygiene and attitude are exemplary.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Strongly Disagree | Disagree | Neutral | Agree | Strongly Agree |
|  |  |  |  |  |

### Comments

I keep myself to a high standard of language and hygiene. I also conduct myself professionally in the workplace.

# Strengths & Weaknesses

## Strengths

My strongest attributes, skills or other qualities are:

* Having a strong enough understanding of programming to be able to complete any task with enough research.
* Creativity.

## Achievements

My most notable achievements are:

## Getting into a course for a Diploma of Game Programming.

## Weaknesses

The attributes, skills or other qualities that need improvement are:

* Self-esteem.
* Focus.

# Challenges

## My Challenges

What is getting in my way of achieving my success?

### Comments

Low motivation and a general poor state of mind has kept me from achieving success.

## Plan to Overcome

How do I plan on overcoming these challenges?

### Comments

I plan to overcome this by persisting and adjusting my state of mind to allow myself to succeed in future endeavors.

Goals

## My Goals

S Specific: Clearly define what you want to achieve.

M Measurable: Clearly define how you will measure progress.

A Achievable: Make sure it is realistic.

R Relevant: Make it relevant to your career objectives.

T Timely: Set a specific limited time frame.

### List Goals Here

Make a full, releasable game.

## My Plan to Achieve

What steps will you take to achieve these goals? What skills do you need to acquire or improve? What projects would you need to work on? What milestones will you set out? etc.

### Comments

To achieve this goal, I will need to decide on an engine to build the game off. I will need to acquire skills in a 3D modelling software, and I will need to improve my programming skills. Some milestones to achieve include having a first model, having a map/level ready, and a first playtest. The goal would end once the game is available on a game store.

Networking Evidence

Networking requires you to actively engage with industry contacts. Just adding them as contacts on LinkedIn or making closed-comments like “Great game” , “Nice work” do not count as engagement.

# Network #1

## Name of contact

Narwhalnut/Oliver Cooksey

## Date Completed

02/11/2024

## Description

A professional conversation on Discord revolving around Narwhalnut’s experience with game development.

## Evidence of completion

A screenshot of a computer screen

Description automatically generatedA black screen with white text

Description automatically generatedA screenshot of a chat

Description automatically generated

# Network #2

## Name of contact

Valeria

## Date Completed

31/07/2024

## Description

Networking with other people in the South Australian game industry.

## Evidence of completion



Professional Development

# Activity

## Title

Godot Tutorial - Importing 3D Models

## Date Completed

02/11/2024

## Description

Include some description about what you learned, or the benefit the activity had for you.

This activity benefited me as it gave me a broader understanding of how to use Godot, specifically how to import 3D models. This gives me more options for game engines to use in future projects.

## Proof of completion

