- Which industry role(s) sound the best and/or worst to you?

- Which role(s) was surprising, boring, easy, hard, cheap, expensive, or \_\_?

Realistically speaking I am a bit more experienced in programming than any artistically related field so a programming/designing role where I am actively working in a game engine and manipulating the project would be the best for me. And as for enjoyment one of my fundamental motivations in game development is to get the game “working” which enhances the incentive that a programming-centric role has on me.

I have also dabbled in sound design a bit and that is surprisingly difficult, especially when in the process of making the game, what specific soundtracks or sound effects should sound like can be very vague and often I feel the need to try several different things before I can settle on it.