Jordan Gough
eProfile

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Personal information

My name is Jordan, and although legally my last name is Gough, I prefer to use my mothers maiden name of Frost. In a casual sense, I would like it if you referred to me as such, or even by the name Succ, the nickname born from my online handle, if you so desire.

I am 22 years old, I live in southeast Queensland, and although I am still young, I feel as though I have plenty of life experience to draw from. I graduated high school in 2017, a miracle though it may be. I'm through and through a true aussie bloke, but I do have some british, irish and even indigenous roots. I'm monolingual (take a guess at which language I speak), but I do know bits and pieces of Japanese, German and French. Not enough to hold a conversation, but I am interested in learning more. I'm not religious, however I do tend to "swear to god" a lot. Perhaps that's a fault of my personality.

A fun fact about myself that I'd share with everyone would be how much of a god damn (there it is) nerd I am. I'm a huge fan of gaming and dnd, and all things nerdy like that. As well as that I am a massive weeb; anime, manga, and light novels are generally my personal preference when it comes to the media I consume.

I usually have a nasty personality, I'm fairly spiteful and I don't like other people. However, if you engage me on my terms, on the things that I find interesting, you'll find that I can be welcoming

and friendly, if a bit too talkative. I swear I'm not bipolar, but the duality of my personality can be quite a bit much to deal with. If nothing else, I pride myself on my honesty.

Interest in IT

To understand my interest in IT and ultimately why I decided to study the subject, first I need to take you on a journey through my psyche, and tell you a story.

Technology has been a part of my life since as long as I can remember, and as the years have gone by, we've only seen the industry grow. I suppose the spark of my interest in the subject came from when I was still a kid, when I would play games like spyro on the ps1, or hacked gba roms that my brother got from his friends on the family pc. It would also be around this time where my brother would introduce me to anime, and start me on my path to becoming the weeb trash I am today, but that's another story. What's relevant to this is that anime, and as a whole weeb culture, introduced me to new and unique ways in which stories could be told. This, I think, had a profound impact on me, but it wasn't just anime. I vividly remember the time I beat my first Final Fantasy game, FFIV. While I wouldn't call the early ff games stories masterpieces or anything like that, the end of that game has stuck with me ever since. Up on the lunar surface, facing down zeromus, the prayers of Cecil's friends reviving your party and restoring you to full health before the boss battle proper. The way the music drops as he reveals his true form, then the way the music keeps you hyped all throughout the fight. The grueling fight itself, harder than anything else you've faced up until that point, and the sense of satisfaction that comes from your victory. It was a truly fun story. But, we're getting slightly off topic here so let's move on.

My interest in IT would only grow and develop when I was in my later years in high school. The truth is, I ended up dropping out for years 9 and 10, and only came back for my senior years. I initially took classes in IT out of a passing curiosity more than anything, but I eventually grew my understanding of it, and it only deepened my fascination with the subject. Learning about things like web design and databases, computer building and various other IT related topics, it was fun, and it gave me something to keep my mind off of the more awful things that were happening in my life at the time. But more than that, unlike any other subject, be it science or sport, I connected with IT in a wholly unique way. I can't claim I was ever any good at it, but my interest and passion were genuine.

My interest in consuming stories, and of one day hoping to tell my own; my interest in technology and programming. I don't know when it was that these two ideas came together in my head, or I guess perhaps I should have realised it sooner. "I want to tell stories through technology". It may not sound revolutionary, but this thought changed me, and gave me something to work towards. So here I am now, working towards that goal.

I wish I could give you some grandiose reason as to why I decided to study with RMIT instead of any other university, but the truth is I can't. I wouldn't go as far as to say I chose this university on a whim, but put simply there's an equal likelihood I could have been studying somewhere

else. Although if you want the reason as to why I chose to study at all, then it's quite simple: I want to build the skills and qualifications needed to work my ideal job. But more on that later.

I expect during my time here to be given the information I need to build the skills required for the industry. This includes, but is not limited to, expanding my knowledge on the types of technology used by the industry, improving my professional social skills and furthermore exercising my ability to cooperate in a professional setting. Although I suspect the main benefit for this course is to set me up and prepare me for further study more than anything else.

Ideal Job

The fusion between telling stories and information technology is ultimately one of my life goals. And what career would exemplify this more than game design? Being able to use such a unique medium, one which cultivates art and ingenuity to tell complex and interesting stories, one whose very presence is a giant in the IT industry. If you combine this with my passion for video games outside of the ways in which it allows for artistic expression, I find it to be a perfect fit for me. I'd like to eventually be a part of my own indie game development team, or the head of a business division at a larger corporation. Of course, this is just an ideal, but it's one in which I hope to one day turn into a reality. For a more realistic job I see myself doing in the future, after I've completed studying, it would be something along the lines of this https://www.seek.com.au/job/57258764?type=standard#sol=90178e68daeb5fe67b99c62fc28a951837c1287e

Unity C# Programmer

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 Next World is Australia's premier VR safety training software, a studio focused on making games that teach safety in virtual reality in a meaningful and entertaining manner, with international clients, and we're looking to hire an experienced Unity programmer.

We're seeking a mid-level to senior game or game systems programmer with plenty of experience in Unity and C#, keen on video game development, to help the further development of systems, frameworks and tools in our Morningside, Brisbane VR training studio.

You'll be working in a game team of six, implementing VR gameplay mechanics design tools, learning systems, analytics and localisation systems and other game systems. You'll be working both autonomously and within a team, mentoring other programmers, developing tools for designers and working closely with the Head of Software and Studio Lead to design, prototype and implement gameplay and learning systems in virtual reality.

Responsibilities:

Prototyping and implementing gameplay

Developing Systems, Frameworks and tools to improve experiences and design workflows

Designing architectural diagrams, solutions

Ensuring scalability and reliability through effective code that supports existing and future functionality

Reviewing code and enforcing code quality

Mentoring other programmers

Programming Experience:

Excellent knowledge of C# and Unity

Experience releasing games for constrained platforms such as mobile VR, mobile phone or consoles

Strong game maths fundamentals

Strong gameplay coding experience

A command over entity-component and object-oriented programming

Shader programming experience in Cg/HLSL or equivalent

Experience optimising, profiling and debugging on constrained platforms

Proficiency in languages: C/C++, Java or Javascript would be an asset

VR development experience is desired but not required - we have a lot of experience in VR within the team and are happy to teach the right programmer

Software Experience:

At least three years C# programming experience

Experience in Unity

Experience writing Unity Editor tooling

Experience deploying to Android

Soft Skills & Environment:

Great verbal and written communication skills

Ability to breakdown & convey technical and complex ideas

Prior experience with game development or VR development is highly desired

The ability to work autonomously

Next World is an equal opportunity employer committed to fostering an inclusive, innovative environment with the best people. We're a well-funded business with industry leading clients and a penchant for continuous innovation and improvement. We're enthusiastic about games, virtual reality, learning and training and would love to hear from like-minded people. With offices based in Morningside, Brisbane; we're locally-based with some remote work allowances.

If you think this is for you, reach out with a resume to nicole.goddard@nextworldxr.com - your communication will be responded to promptly and directly by developers, so feel free to be as specific and technical as you like. PLEASE PROVIDE A PORTFOLIO.

Although I admit VR isn't necessarily where my interests lie, the idea of being able to develop tools, mechanics and systems for it is greatly appealing. And working with unity, where I already

have some experience, is appealing as well. However, in order to do this job, I would require greater skills and experience than I already have.

First of all, I would need greater knowledge of c# and unity than I already do. This isn't too much of an issue since it is one of my goals. My skill and experience in gameplay coding and object oriented programming are also things I wish to develop going forward, I even have a non insubstantial amount of experience with the latter. The issues lie with my competency with mathematics. While I understand it is something I'm going to need going forward, it's not really something I personally enjoy. That being said, I believe I have some proficiency with the soft skills the job requires already. I wouldn't call myself a genius at communication, but I'm confident I can always get the important points across in a conversation.

The job also requires at least 3 years of experience using c#, so it's not something I could feasibly be able to do for quite some time. Still, if I were in a position to enter the industry, this is the kind of job I would look at applying for.

Personality profile

Every time I'm asked to do the Myers-Briggs type indicator personality test, I always end up getting the same answer, which to its credit is pretty interesting.

ENFP, or "the campaigner" is the personality it diagnoses me with, and if I'm honest the results are scarily accurate. Well, at least, as far as attributing generic traits and behaviours that are common among groups of people and are vague enough to be interpreted in any way by the recipient, allowing them to misattribute them to their own individual experiences and through confirmation bias, reinforce the idea that it's scarily accurate when in reality it's…not. If you couldn't tell I'm not exactly a fan of the whole star signs or numerology or all the spirituality nonsense either. I think it's called the Barnum Effect. Or maybe I'm just cynical at heart. Putting the cynicism aside, this does create a good jumping off point to explore my personality a bit.
https://www.16personalities.com/enfp-personality

For starters, it labels me as an extrovert, which I don't necessarily agree with, but I don't disagree either. Luckily, it does seem to mark me pretty close to the 50% mark, only leaning slightly towards extroversion, which feels more accurate than just dumping me into one of those categories.

In the strengths and weakness tab, it marks me with traits like curious, perceptive and enthusiastic, which are all things I agree with given the right circumstances; for example, I'm only curious and enthusiastic about things that personally spark my interest, I couldn't care less

about things I don't care about. However, I also believe that's true for most people, so pointing it out here is just pointless. Where I begin to fully disagree with this assessment is when it calls me "good-natured" and "people pleasing". While it's not wrong to argue this about parts of my personality, on the whole I'm far too hateful, spiteful and demeaning of the human race to consider this accurate. Well, maybe without my mental traumas that could be accurate? Perhaps it would be accurate to say it's closer to a representation of what my personality would be like without having experienced the things that have coloured my outlook on life. Is that the nature versus nurture debate then? Even with that, had I not experienced the things I have in life, could you even call that person "me". It's certainly not the current "me". Would it then be accurate to say that this evaluation is a closer representation of what a "true" version of me is? Maybe, but I'm far too cynical and self-centred to agree with that conclusion. I guess this all loops back around to what I was saying earlier about the duality of my personality, but that would take far too long to explain, so let's move on. It also calls me disorganised and restless which, yeah, that hit the nail on the head. I won't even try to argue that.

Next, for the "totally credible" learning style test, and by that I mean the first link I found on google, http://www.educationplanner.org/students/self-assessments/learning-styles-quiz.shtml It labels me as a tactile learner. I find this diagnosis to be interesting, since it does hold some merit. After all, I'm a very fidgety person, and I do find it's easier to learn through hands-on experience. An example of this would be, despite the fact I was doing programming over half a year ago, if I were to boot up eclipse and look at the programs I wrote in Java, I would be able to break down what they do and why they work. I find the actual act of "doing" leaves a larger impression on me than it would if someone were to explain to me the ins and outs of why something works. Although I do disagree with the assertion that because of this, I'm more likely to be athletic, or appreciate touching. I've never liked sports, and while it's true I show affection through physical contact, that's an action reserved for those closest to me. In any other circumstance, let's just say it's something I thoroughly dislike.

All of that aside, I find it interesting that this only includes 45% of my marks, with 30% in auditory and 25% in visual. I suppose it's inaccurate to just assume people only have one style of learning. I understand this is nowhere near a comprehensive test, but I do feel like I might be looking at this with too much scrutiny.

What's Your Learning Style? The Results

Your Scores:

- Auditory: 30%

- Visual: 25%

- Tactile: 45%

You are a **Tactile** learner! Check out the information below, or view all of the learning styles.

Tactile

If you are a tactile learner, you learn by touching and doing. You understand and remember things through physical movement. You are a "hands-on" learner who prefers to touch, move, build, or draw what you learn, and you tend to learn better when some type of physical activity is involved. You need to be active and take frequent breaks, you often speak with your hands and with gestures, and you may have difficulty sitting still.

As a tactile learner, you like to take things apart and put things together, and you tend to find reasons to tinker or move around when you become bored. You may be very well coordinated and have good athletic ability. You can easily remember things that were done but may have difficulty remembering what you saw or heard in the process. You often communicate by touching, and you appreciate physically expressed forms of encouragement, such as a pat on the back.

Here are some things that tactile learners like you can do to learn better:

- Participate in activities that involve touching, building, moving, or drawing.

- Do lots of hands-on activities like completing art projects, taking walks, or acting out stories.

- It's OK to chew gum, walk around, or rock in a chair while reading or studying.

- Use flashcards and arrange them in groups to show relationships between ideas.

- Trace words with your finger to learn spelling (finger spelling).

- Take frequent breaks during reading or studying periods (frequent, but not long).

- It's OK to tap a pencil, shake your foot, or hold on to something while learning.

- Use a computer to reinforce learning through the sense of touch.

Remember that you learn best by **doing**, not just by reading, seeing, or hearing.

Finally, we'll have a look at the big 5 personality test. The site I used for this, unsurprisingly, was the first link google gave me https://www.truity.com/test/big-five-personality-test
For a brief overview of what this is, it marks you on a percentage based score on 5 different aspects of your personality; those being openness, conscientiousness, extraversion, agreeableness, and neuroticism. The higher the number, the more aligned your personality is with the specific category.
With that being said, let's dive into it. These are my scores:

Openness

Openness describes a person's tendency to think in abstract, complex ways. High scorers tend to be creative, adventurous, and intellectual. They enjoy playing with ideas and discovering novel experiences. Low scorers tend to be practical, conventional, and focused on the concrete. They tend to avoid the unknown and follow traditional ways.

O **79%**

0 10 20 30 40 50 60 70 80 90 100
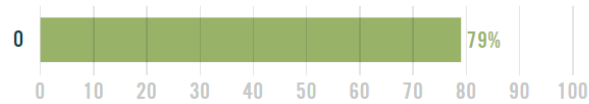
Conscientiousness

Conscientiousness describes a person's ability to exercise self-discipline and control in order to pursue their goals. High scorers are organized and determined, and are able to forego immediate gratification for the sake of long-term achievement. Low scorers are impulsive and easily sidetracked.

C **25%**

0 10 20 30 40 50 60 70 80 90 100

Extraversion

Extraversion describes a person's inclination to seek stimulation from the outside world, especially in the form of attention from other people. Extraverts engage actively with others to earn friendship, admiration, power, status, excitement, and romance. Introverts, on the other hand, conserve their energy, and do not work as hard to earn these social rewards.

E **60%**

0 10 20 30 40 50 60 70 80 90 100
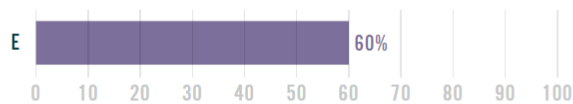
Agreeableness

Agreeableness describes a person's tendency to put others' needs ahead of their own, and to cooperate rather than compete with others. People who are high in Agreeableness experience a great deal of empathy and tend to get pleasure out of serving and taking care of others. They are usually trusting and forgiving. People who are low in Agreeableness tend to experience less empathy and put their own concerns ahead of others.

A **58%**

0 10 20 30 40 50 60 70 80 90 100
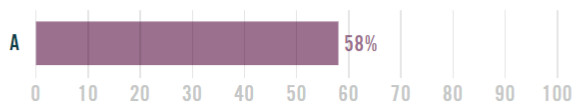
Neuroticism

Neuroticism describes a person's tendency to experience negative emotions, including fear, sadness, anxiety, guilt, and shame. While everyone experiences these emotions from time to time, some people are more prone to them than others. High Neuroticism scorers are more likely to react to a situation with fear, anger, sadness, and the like. Low Neuroticism scorers are more likely to brush off their misfortune and move on.

N **87.5%**

0 10 20 30 40 50 60 70 80 90 100
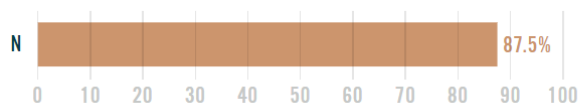
If I'm being honest, I don't have a lot to say on this. The pictures speak for themselves, although I feel like my conscientiousness is a tad too low, and my neuroticism should be higher. Well, that's just a gut feeling so it doesn't mean much.

So what does this all mean? Well, at the end of the day, given the broad strokes in which this information is given, it's not likely to affect me personally. And knowing any of this isn't likely to affect the way in which I work in a team setting, nor should it be taken into account when forming a team. I believe it's more fruitful to ask me personally about what my strengths and weaknesses are when it comes to functioning in a team setting, and trying to look beyond the faults in my personality, faults that could never be picked up by an arbitrary and generic internet quiz.

Project Idea
In all honesty, even I think I'm using the guidelines set out for this part liberally. Nevertheless, let's just jump right in.

Overview
In short: a video game. The idea I'm going to present here is one I've had cooking in the back of my mind for a while; a narrative driven metroidvania 2D platformer with elements of combat, exploration and puzzle solving. So far, it's not really unique or interesting, there are dozens of games like that on the market, right? Well, what makes this one unique is the fundamental concept, the core mechanic that underpins and shapes every other element of the game: the ability to change the gamestate at will. I'll be honest I have no idea if something like what I've thought up has been done before, but I suppose we can ask that question again later.

Motivation
At this point, you shouldn't be surprised when I say I want to make a game. It's where my passions lie, and it's where I hope my future leads me to. If you want to understand why I want to make games, I recommend scrolling back up to the "interest in IT" section. This part here is going to address a more direct problem, the nature of this project to begin with. "What sort of problem would making a game solve? What innovation is this project bringing to the industry?" you might be asking. Well, this is where we get a bit liberal with the meaning of all of this. You see, my situation presents 2 unique problems for me personally. Problems I believe this project could be a solution to.

The first is this: I have no actual experience with game making. While it's true to say I have experience with unity and game maker, and other such programs, I don't have any proper experience creating and producing a product for public consumption.

The second issue I face is this: Due to my inexperience, I have nothing in regards to a portfolio, or any sort of accomplishments in the field that I could use to either advertise myself to larger game companies, or secure employees for an indie development team.

So you see, this project not only provides solutions to the issues I am currently facing, but it also provides innovation to industry, in the form of my knowledge and skills. Or, I would like to say that, but in reality I know I absolutely do not have the knowledge or skills required to pull this off to a competent degree, not at the moment. Hence why I'm currently studying.

Description

I've been speaking in broad terms so far, but we're going to need specifics. So strap in, and let me pitch you an idea. Like I said in the overview, it's a narrative driven metroidvania 2D platformer with elements of combat, exploration and puzzle solving, with the core concept of being able to change the gamestate at will. Let's break that down.

So, what do I mean by "changing the gamestate at will"? Well, this'll be a little difficult to describe but the idea I have is essentially this: being able to freely switch between two different localised environments with just the click of a button. Think of it as being able to slip between the "physical" world and the "astral" world, that might help you visualise it. This is the core concept that shapes the rest of the game, and it's how you would go about interacting with the other elements of the game.

Since I see this game as a metroidvania style 2D platformer, exploration is done by swapping between the 2 game states to find footholds and platforms to cross otherwise impassable passageways. An example that comes to mind for me that might help you understand what I mean is in the Prince of Persia the Forgotten Sands (the pc version of the game). In that game, you get the ability to freeze water at your command, and this mechanic is used to traverse through areas by creating objects to jump off of and the like. Using that games parkour system, a way this mechanic would be implemented would be as follows: freezing the water coming out of a pipe to create a beam to swing from, then midair unfreezing the water to pass through a waterfall, only to freeze the water again at the other side to create a foothold to land on. I see doing something similar for the game I want to make, only with 2 major differences, the first: instead of being an isolated part of the game like in POP, my mechanic is integral to every other aspect of the game. The second: unlike in POP where you have a certain resource you need to expend to use this ability, in this game you would be free to switch game states without any drawbacks or consequences.

Puzzle solving and combat would have an equally as strong tie to this "shifting" ability. For example, enemies who can only be damaged in a certain state, or who can only damage you in a certain state, or puzzles where you hit certain levers in certain states in a certain order in order to progress. Man, I said "certain" there a lot. I think it was Mark Brown from Game Maker's Toolkit on youtube (https://www.youtube.com/c/MarkBrownGMT) who initially brought to my attention the importance of a single centralised mechanic. Not only does it create a more congruent experience, but it creates a nice "catch all" solution for the player. In a game like Celeste, whose central mechanic focuses around Madeline's dash ability, for a player who is stuck and doesn't know what to do in that game, just dash and 9 times out of 10 it works. In a way, a central mechanic like what I hope to achieve with this "shift" ability, becomes a language in which the player and the game can communicate.

Finally, let's just quickly talk about the narrative experience. I understand making something that can actually be played takes priority, but if I were to place a narrative in this game, I would hope it would be as equally tethered to the shift mechanic as any other aspect of the game. Why does our main protagonist have this ability? What does that mean for them? What does that mean for the larger game world? These are the kinds of questions I would ask and try to answer through the narrative.

Now, has what I thought up been done before? Maybe? Probably? Honestly, I don't know. What I do know is that, however unlikely it may be, this is an idea I've had all on my own. I believe, at the very least, the ways in which I've explored this idea and the concepts I've developed for it within my own mind are unique to me.

Tools and Technology
Well, most obviously you would need a computer. One with powerful enough hardware to actually make a game. As far as I'm aware, you need better specs to make a game than you need to run one. I have a laptop that sort of fits the bill at the moment, but if I'm honest I've no idea if it's up to the task. I've had it for a few years now, and parts of it are starting to break down. Beyond that, you'd need access to an engine to build the game in. My go to would be the Unreal engine, since at this point it's an industry standard, but if you asked me to start making this tomorrow, I'd more likely use Unity, since I'm more comfortable with it, and more importantly, I actually have some experience using it. Lastly, I think so long as you have some sort of art program, like adobe illustrator/photoshop, to make assets, then you'd be good to go. Since I see this game as a 2D platformer, 3D modelling software like autodesk (3dsMax or Maya) or blender wouldn't be necessary.
I should probably also take into account sound design and music, but since this project isn't big enough yet, or even realistic enough as it is, I'll ignore that aspect for the time being.

Skills required
First of all, I would need to learn/relearn c++. I know you can use Unity with c#, but Unreal only uses c++, and just personally, I would prefer to use c++. So, I would need to brush up on my programming skills, as well as my art skills. Now, artistically speaking, and in this case 'art' is referring to literal art, drawings and such, my abilities are less than subpar. If I were to take this product to the market, or at least, make it worthy of being released to the public, I would either need to suddenly get really good at digital art, or I would have to outsource this part of the project to someone else. The sprites don't make themselves after all. I personally believe that this part of the project, outsourcing the art, would be rather easy. The only trouble I'd have would be the programming part. But with that, given time and a little elbow grease, I could solve that issue too.
Once again, skills at music and sound design would also be necessary, but as we're ignoring that for the moment, you can just ignore this statement.

Outcome
At the end of it all, if we were to put this project together as a part of this course, then unfortunately all I would be able to do would be to show you a proof of concept. Barely a prototype, it would simply be a showcase of the game systems and the base idea behind it all. I'm confident in that at least. One day, I would like to bring this project to its logical conclusion and produce a fully fledged narrative driven experience, with the goal of building my portfolio and giving me hands-on experience at what the industry I have chosen to enter has waiting for me, as well as advertising myself and my skill to the wider audience of game development companies, and as a result, further secure my future as a game developer. But alas, that

remains but a pipe dream. At least for now, while I'm still building the necessary skills to turn that dream into reality.

Last Words
This assignment was a lot bigger than I thought it was going to be, and as I've only really crammed this out in 2 days, I hope you'll forgive how messy and unrefined this all is. I also hope you'll forgive how…uhh, not great the website version of this looks. I know I could have probably used a template but…I just chucked this all together without regard for anything really.
And for anyone reading this, if you have read through this entire mess (I'm sorry) or if you've just scrolled down to the bottom for whatever reason: I hope you have a nice day :)