Career Plans

Out of the five ideal jobs chosen, three of them are development positions. Ervine, John and Jordan all chose positions that saw them working in a technical space as either a programmer or developer. Ned also fits this bill as his chosen position was that of a data scientist. Aidan stands out from the pack having chosen the only non-technical oriented position of the five, an IT Support Officer. This shows that a lot of the group is technically inclined and therefor has interests in learning skills such as code design.

Despite the similarities though, there are quite a few main differences. Between the three that want to be developers, each wants to be involved in a different area of development.

John, opting for a role in front-end development would have a very different day-to-day experience than Ervine for example, who has opted for back-end development.

While both are development positions, John, for example, would be focusing a lot more on user-centric design while Ervine would have a lot more of an involvement with technical implementation of a given application feature.

Furthermore, Jordan, who opted for Gameplay Development would have a completely different experience through his work to both Ervine and John. Gameplay development requires both front and backend design structure, focusing on both the end-user experience and implementation of functionality.

On the other end of the spectrum, Aidan the IT Support Officer would not tend to have a lot to do with physical code or programming at all, but would be instead focusing on error handling and troubleshooting on the level 1. This liaising would most likely be done with non-technical users and would therefor require a lot of ability in being able to communicate in a non-technical manner.