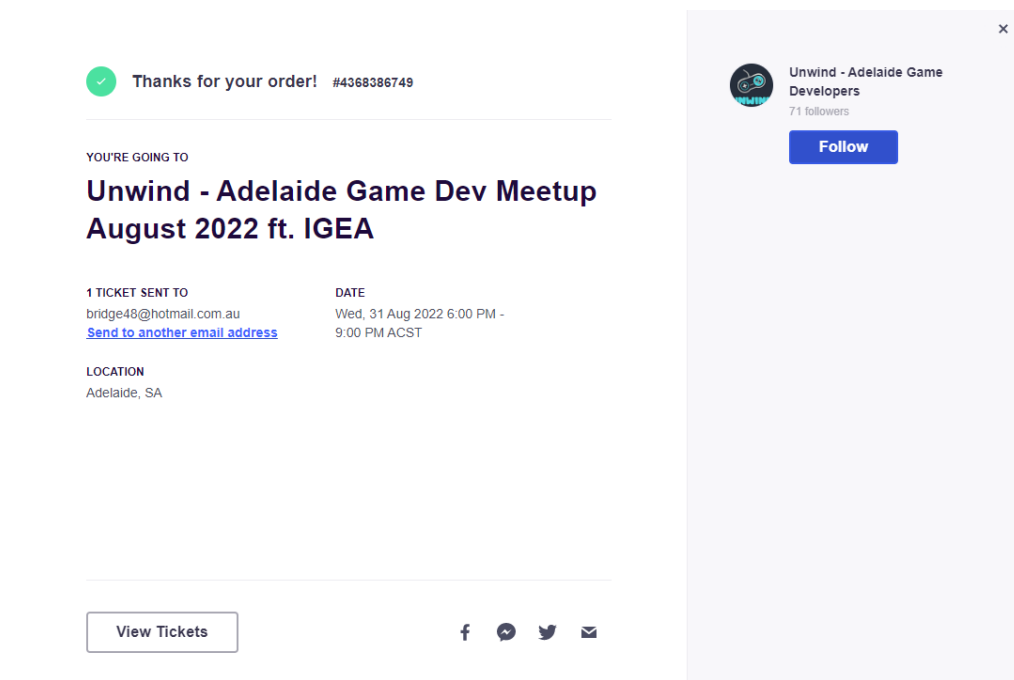

Task 6 – Participate in Professional Development

Deliverable 1 – Industry Networking

Below is my ticket for an Adelaide Game Dev Meetup I am attending to network with other people in the industry.



Deliverable 2 – Self Evaluation

Name:	Luke Stanbridge	Date:	19/08/2022	
Quality of Work: I complete my work thoroughly and with care, correctly following established policies and procedures.				
Strongly Disagree <input type="checkbox"/>	Disagree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Agree <input checked="" type="checkbox"/>	Strongly Agree <input type="checkbox"/>
Comments: Sometimes if I am stretched for time, I only do the minimum required when I preferably would like to create something I'm proud of.				
Job Knowledge: I have a full understanding of my role and responsibilities and perform my responsibilities skilfully.				
Strongly Disagree <input type="checkbox"/>	Disagree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Agree <input checked="" type="checkbox"/>	Strongly Agree <input type="checkbox"/>
Comments: If I don't know or understand something I want to research and understand it.				

Organisational Skills: I complete my work thoroughly and with care, correctly following established policies and procedures.				
Strongly Disagree <input type="checkbox"/>	Disagree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Agree <input checked="" type="checkbox"/>	Strongly Agree <input type="checkbox"/>
Comments: Always submit my work on time maybe a day late at max				
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 <input type="checkbox"/>	Disagree <input type="checkbox"/>	Neutral <input checked="" type="checkbox"/>	Agree <input type="checkbox"/>	Strongly Agree <input type="checkbox"/>
Comments: I trust my peers and expect them to complete their tasks without me issuing too many instructions. I will help them as best I can if they have questions otherwise, I assume they are fine.				
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 <input type="checkbox"/>	Disagree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Agree <input checked="" type="checkbox"/>	Strongly Agree <input type="checkbox"/>
Comments: I am a good team player, being older I have had lots of experience working in teams for other industries.				
Communication Skills: I communicate clearly in both written and verbal communication. I rarely must clarify and rarely cause confusion.				
Strongly Disagree <input checked="" type="checkbox"/>	Disagree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Agree <input checked="" type="checkbox"/>	Strongly Agree <input type="checkbox"/>
Comments: Confident with my communication skills.				
Conduct: I conduct myself professionally. My language, tone, appearance, hygiene and attitude are exemplary.				
Strongly Disagree <input type="checkbox"/>	Disagree <input type="checkbox"/>	Neutral <input type="checkbox"/>	Agree <input checked="" type="checkbox"/>	Strongly Agree <input type="checkbox"/>
Comments: I conduct myself professionally but also like a relaxed environment to work and study in. I understand when the different time that professional conduct is required and when it may not be.				
Strengths: My strongest attributes, skills or other qualities are:				
Comments:				

I complete my work on time and to a decent standard. Happy to ask questions and seek clarification when I need it. I have plenty of life experience which I feel is an advantage in this field. Keen to learn as much as I can to have a good career in game development.

Weaknesses:

My weakest attributes, skills or other qualities are:

Comments:

I have only been learning programming for about a year and a half and wish I started earlier. At times I could probably do some extra work outside of class to improve the quality of my assessments as it will only benefit me in the long run.

Challenges Pt. 1:

My challenges are:

Comments:

Improve my ability to learn things faster.
Make sure I turn up to all classes.
Just doing the bare minimum

Challenges Pt. 2:

I plan to overcome these challenges by:

Comments:

Familiarise myself with the technical aspects of programming, find I learn things better when shown than from someone telling me.
Prioritise class time highly.
Manage time better to allow for higher quality work.

Goals Pt. 1:

My goals are:

Comments:

Become a proficient programmer
Pass my course
Get a job in game development
Find a niche in game development to specialise in

Goals Pt. 2:








I plan to achieve these goals by:

Comments:

Focus on class and do extra courses outside of class to enforce my learning.
Hand in all assignments.
Start networking in industry, create a resume and portfolio.
Work out what parts of game programming I enjoy the most and research into these areas.

Deliverable 3 – Professional Development

Below is an image of all the extra courses I have undertaken on Udemy outside of class. Some of them I still need to finish but I have put a lot of hours into these outside of class to try further my learning.

 <p>Fundamentals of Programming: Understanding the Basics Jesse Dietrichson 100% complete ★★★★★ Your rating</p>	 <p>The Ultimate Guide to Game Development with Unity Jonathan Weinberger, Unity Technologies 65% complete ★★★★★ Your rating</p>	 <p>Unity from Zero to Proficiency (intermediate) Patrick Felicia 100% complete ★★★★★ Your rating</p>	 <p>Unity from Zero to Proficiency (Beginner) Patrick Felicia 100% complete ★★★★★ Your rating</p>
 <p>Complete Modern C++ Programming - Beginner to Advanced PaceIT Academy 30% complete ★★★★★ Leave a rating</p>	 <p>Getting Started with C# Ervis Trupja 6% complete ★★★★★ Leave a rating</p>	 <p>Game Development 2020: Build an Archery Game with Unity Team AFast 90% complete ★★★★★ Your rating</p>	