

Online Professional Portfolio

Assessment Task 2

Part 1 – Identify Opportunities

Upon graduating I am looking for any work I could get in the game development industry to get started and gain some experience. Ideally, I would like to get a job programming a game in unity as that is what I am most confident and comfortable with. I would also be open to QA work if I could find it. My technical skills, software proficiency, experience and qualifications would suit that of a junior position. My biggest advantage would be my age and life experience to use as evidence that I have the relevant soft skills to be an asset to the company.

To start with I see myself working at a bigger company to learn the industry and learn off more experienced programmers than myself to further develop my skills. I have a small dream of working on some form of AAA game in the future, so I can tell my friends and family, “I worked on that game”. I am happy to move wherever I need to go to do this, and I find the AAA game industry very interesting. I love reading about the development process for these bigger games that I play. Working on a game like that would give me the sense that I have done something special.

Like all game developers I do have my own game ideas and dreams, so after some time working in the industry, I would like to create my own game and possibly studio. This would be a more long-term goal, maybe after 10 years of industry work or whenever I feel confident I could do it. I would also need to have some financial stability before undertaking a task like this.

Part 2 – Environment Analysis Technique

Strengths

- Passion for gaming drives my motivation to make games.
- Technical skills, solid in C#, C++ and Unity.
- Creative problem solving to design and implement game mechanics and features.
- Work well in a team environment and with other disciplines.
- Mature age and have more life and work experience.

Weaknesses

- Passion for playing games sometimes outweighs the passion for making games.
- I still need to learn a lot in terms of programming and features of game engines.
- Only small amounts of experience working in actual industry (SAPN Internship).
- Tend to prioritize the fun tasks over the necessary tasks of a project.
- Being mature age, I have more responsibilities and less time to work outside of class/work.

Opportunities

- Can apply for a diversity of roles e.g. gameplay programmer, graphics programmer, tools programmer etc.
- Indie game development is another pathway to create and publish my own game.
- Plenty of opportunities to work all over the world if I desire.
- Lots of programming opportunities outside of game development I could turn to.

Threats -

- Job insecurity is a problem in the game industry, with lots of turnover in studios.
- The work environment can be demanding, and burnout can set in.
- High competition in the gaming industry can make it difficult to secure work or advance in the industry.
- Rapid shifts in market preferences like Unity becoming super unpopular overnight.

Part 3 – Personal Gap Analysis

Projects that could further develop my skills or strengthen my skillset:

- Game Prototypes
- Modding
- Online Multiplayer game
- Game Engines
- AI and pathfinding Algorithms
- Graphics Programming
- Physics Simulations

These projects will help market my strengths by demonstrating a wide and diverse range of different and relevant game programming skills. If employers can clearly see I know what I am doing, then it will greatly increase my chances of getting a job.

Completing projects like these will help me overcome my knowledge gaps and establish a good base to include in my portfolio. Also demonstrates I can focus and complete tasks.

Keep all my options open for different areas of work in the game and programming industry. While my experience levels are low, I am happy to undertake almost any game development work I can get. I am also open to moving or working remotely from home if needed. Having a diverse portfolio with these projects will give me an advantage in obtaining one of these opportunities I listed earlier.

To minimize the threats, it would pay to keep my resume, linked in and portfolio up to date if one opportunity falls through. Make sure I work consistently but don't over-do it and have breaks. Diversify my skill set as much as possible, like learning a new engine or programming language in my free time.

Part 4 – Identify promotional materials

LinkedIn - updated with current and past projects, links to my portfolio to display what I have done

Resume - made with Kickresumé, displays all my skills, education, work experience and other important details.

Cover Letter - made with Kickresumé, brief about me so potential employers know a little bit about me and what I can do.

Itch.io - Upload builds, videos and images of projects and include other important details of my contributions to these projects.

GitHub Repo – upload projects to git hub so people can see the code I have written and what progress I am making with current projects.

Part 5 – Identify milestones

Task 1 – Prepare my online presence which includes setting up my LinkedIn to a professional standard, getting my Resume and Cover Letter up to date. I need to get my projects displayed on itch.io with all the details and contributions clearly written out. If I have time, I will add a visible git hub repo that potential employers can view. Complete by November 14.

Task 2 – Seek and respond to feedback for my online presence, essentially undertake Assessment Task 4. Once I have recorded feedback then make the changes that I need to improve my online presence and submit by December 16.

Task 3 – Start applying for jobs online once my portfolio, LinkedIn, resume and cover letter are complete. Have a list of useful job application resources to keep checking and/or set up job alerts on LinkedIn and Seek. There are lots of hiring websites that can also be visited to find job opportunities. Start reaching out to people I met at PAX and local Australian studios about possible job opportunities. I would like to start doing this as soon as possible and hopefully no later than November 14 assuming I have completed Assessment Task 3.

Task 4 – Until I have successfully obtained employment in the games industry, I think it would be a good idea to work on new projects and improve my existing projects to further enhance my portfolio and chances of getting hired. This will be an ongoing task I can start working on once I finish my Advanced Diploma in December. Even if I have found work in the industry, I can still work on this task in my free time to further my learning and get a better job in the future.