**COMP3014 Evidence Archive Report**

**Developer:** *<your full name>*

**Role:** *<your target role building your profile as a developer through releases/client work etc., or if in a team, agreed role for project iteration and release >*

**Product/asset/Service:** *<working title/topic/ genre/platform>*

**Linked In:**

**Product or Portfolio URL:** *<if available>*

**Miro Board Link:** <Or chosen alternative>

**OneDrive Link:** <*Link to folder with planning assets*>

*<Add more links that are appropriate (social media, platform releases)>*

**Evidence for SMART Objectives**

My goals that I created during semester 1 within my strategy plan were:

* Find a job in games development
* Create a social presence that will help me get noticed
* Create a portfolio that displays information about my work

These main goals were broken down into SMART Objectives, this would make it easier for me to identify what I need to do in order to achieve these goals. In this report I will cover the progress that was made on these goals throughout this module.

1. **Find a job in games development**

This goal was broken down into a SMART Objective: Secure a junior game developer role within 6 months by improving my portfolio, applying to 5 jobs per week after the month of April, networking consistently, and refining my skills. I will track my progress monthly and adjust my strategy as needed, ensuring I remain competitive in the job market. *This will be achieved by the end of July 2025*

Initially when creating this, my goal was to go into employment straight after I graduate. However, in recent months I have started to explore the idea of doing a master’s degree. A master’s degree would be beneficial as I would learn more skills, obtain the masters title, overall become a better game developer than if I didn’t do a masters, and build up more projects to put on my portfolio. If I was to go straight into employment, I feel that I could be overlooked due to my lack of work experience and skill and not having a master’s degree in games development. I am still yet to make my decision on what I want to pursue, each has their pros and cons such as if I did a masters I would have no friends if I was to move and do it, I would also be unfamiliar with my surroundings, and you don’t get full student loan for masters so I would need to do something about that. The pros would be having a master’s degree, this would instantly boost my chances at getting a job within the industry, I could also potentially make new connections at this new location, and build my skill set up. The pros and cons of going straight into employment are slimmer, the pros would be I would start earning money, I would be starting to get real work experience, and the downside would be managing to land a job as they are hard to obtain within the games development industry.

In conclusion I am still yet to make my mind up, I am going to be visiting one of the universities soon for an open day to see what it is like. I realise that I need to make a decision soon, but in the meantime, I have still been working towards this goal as it will benefit me regardless of the option I chose.

The goal states how I want to be networking consistently, refining skills and improving my portfolio. All of these goals were achieved, I have been consistently networking through LinkedIn, I have been reading up on the latest news within the games development community and connecting with users within the games industry though these news posts.

Below on the left-hand side you can see my LinkedIn profile I created at the start of this module ( DATE ) , And on the right-hand side is the current state. As you can see, I have made a lot more connections and if you were to view through the connections that I have, the majority are figures within the games industry.

A bridge over water with buildings in the background

AI-generated content may be incorrect.

*Figure 1: LinkedIn account on the 12/12/12*  *Figure 2: LinkedIn account on the 12/12/12*

Another way I prepared myself for applying for jobs was to enhance my GitHub profile. This was achieved by creating a detailed GitHub readme on my profile as a lot of employers within anything to do with programming or computers will tend to look at your GitHub profile to view previous work. I made sure to adhere to the RULE THAT TONY SAID THE ONE THAT’S LIKE A CYCLE IDK, this included stating my skills, about me, my projects and links to my socials.

You can view the full image on my GitHub Profile here: <https://github.com/Mdot5596?tab=overview&from=2025-04-01&to=2025-04-14>

A screenshot of a computer

AI-generated content may be incorrect.A screenshot of a computer

AI-generated content may be incorrect.

I also stated in my SMART goal that a part of the process for applying for jobs would be to constantly refining my skills, I decided to do this by participating in game jams. I specifically chose to try out new technologies in the gamejams so I could broaden my skillset. For example, in one of the gamejams I created a game using the 2D unity framework, I had never created a game in 2D before and after completing the game I feel like I am confident with the 2D framework. These gamejams not only strengthened my skill set, but they also acted as more projects I could include in my portfolio sight and added onto my GitHub readme projects section.

Alternatives to game jams could have been participating in Unity Learn and Unreal Online learning, these would have been good alternatives as they offer goal-oriented projects you can complete at your own pace, without the time constraints that gamejam includes. These alternatives may still be explored in the future as they still offer the same end goal, that being a portfolio piece and skills gained. The only reason game jams were chosen over these alternatives is due to the social nature of jams, they are also a good tool for gaining connections in the industry as the winners and reviews are conducted by other gamejam contestants who often reach out to give feedback to one another. I experienced this when I participated:

A screenshot of a computer

AI-generated content may be incorrect.

I will continue to work on game jams for the foreseeable future as they were a great way to improve my skills, meet new game developers, and create projects to put on my site.

Here are links to my Game-Jam Itchio pages I created. If you scroll down to the bottom of each page you will see feedback left from other game developers:

Game Jam 1: <https://morganhodge.itch.io/fizz-pop>

GameJam2: <https://morganhodge.itch.io/beyond-the-door>

One of the main goals for this SMART objective was to improve my portfolio, just to clarify when I wrote that I did not have a portfolio. Since then, I have created my own portfolio website, I have paid for my own domain name, and I have got it hosted securely. I will talk more detail about the website further in the report in SMART objective 2, but to prove I have created this site during this module, my weekly progress reports show the development of the website, and my github repo also Is consistent with the timeline.

1. **Create a social presence that will help me get noticed**

SMART GOAL: Establish a strong and professional online presence that increases my visibility in the game development industry. Within six months, I will optimise my LinkedIn profile, engage consistently with professionals, and share relevant content weekly. Success will be measured by increased profile views, connections, and interactions, as well as potential job opportunities and industry recognition. I can’t set a timeframe on when I will be done with this as I aim to engage with the industry for the foreseeable future, but I aim to complete filling the content on the profile and make at least 100 connections by the 21st of April.

The online presence I chose to create was LinkedIn, and Itchio. As a game developer I felt these two platforms were the most essential for establishing my professional identity. LinkedIn is widely used by employers across industries, not just within computing. It’s one of the most popular platforms for hiring and networking, making it valuable for showcasing my skills, connecting with professionals and staying informed about job opportunities. Even if I decide to change my career path in the future, having an established LinkedIn profile will still benefit me by highlighting my work ethic, past achievements, and skills I have obtained.

TALK ABOUT LINNKDKINIHERE

Itchio on the other hand serves as a portfolio platform specifically tailored for game developers. It allows me to host, share, and receive feedback on my games from a wider audience, including potential collaborators and employers. During this module I created my profile page for Itch, it has buttons that lead to my website and my LinkedIn so that whenever I upload to a game jam, or a user checks out my profile they will have easy access to connect with me if they want.

A screenshot of a computer

AI-generated content may be incorrect.

It may not look the best visually, this is because making itch pages is very different to normal interfaces and confusing so this is the best I could make, I did ask users who have made pages on advice, but this did not really help me. Maybe in the future I can work on making this home page look better but right now this is not a priority and it still displays what I need it to.

you can check the page out here: <https://morganhodge.itch.io/>

Throught my time on this course (when this itchio account was created), I gained 6 followers, had 2 people downloaded my game, and had 139 profile views, and a handful of users play my game within the web browser. This may not sound like a lot, but I am happy with it as 2 people have decided to download and play a game I made, that is better than zero, so I appreciate those two people. Below I will attach images of the analytics of my itch page, these include details about profile visits, interactions and browser plays.

A graph of a number of people

AI-generated content may be incorrect.

*Figure: Charts containing data about interactions*

A screenshot of a computer

AI-generated content may be incorrect.

*Figure: Statistics about interactions*

Continuing on with this goal I will still be participating and uploading

FEEDBACK

GOOD THING IS IT CAN BE USED FOR ANY JOB

1. **Create a portfolio that displays information about my work**

SMART GOAL: To build a strong and competitive portfolio that showcases my game development skills effectively. This will include completing two high-quality portfolio projects by the end of March, ensuring my website is polished and industry-ready, and having my resume and LinkedIn fully updated by the end of February. I will track progress by setting milestones, seeking feedback from industry professionals, and iterating on my projects to ensure they reflect my best work. By doing so, I will increase my chances of securing interviews and stand out in the job market. I will have the portfolio built and finished by March 31st.

**Approach**

*<Outline your approach to achieve your goals and Journey – Link to evidence where appropriate.>*

*Portfolio Website:*

My approach to building my portfolio started at the beginning of this year, I was researching into what to build for this module when it became apparent to me that a lot of industry figures have their own portfolio site. Early on in this module I decided that one of my projects to build would be a portfolio site, and I did not want to make it by using a third-party website such as WordPress, I wanted to code this site myself as I felt it would add more of a personal touch and look more professional.

I began planning the website during the early stages of the semester using a mind map and a set of SMART goals. This structured approach helped me clearly define my objectives and timeline. Through research I found several examples of websites created by game developers, which served as valuable references. These examples guided me in identifying the type of content that would be most appropriate and relevant to include in my own website.

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After creating the initial site and filling it with all the content I had at the time, I hosted it using netify. I was originally using the preset domain it provides which was ,netify or something. I used this for a week or 2 and then realised when looking at other people’s sites, they all have their own domain, and it does look more professional and cleaner with a custom domain. Realising this, my approach to hosting the site changed, I no longer wanted to be on a domain called morganhodge.netify.app, I wanted a short and proffesnial name. This led me to undergoing research on how to buy a domain, this led me to GoDaddy, purchasing the domain morganhodge.co.uk for £6 a year. After purchasing this domain, I had to reroute my address through the hosting site netfiy and it was all setup.

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My portfolio will continue to be constantly updated as time goes on, with each new project I create or with each new iteration of my CV, the website will be updated to match. I am extremely proud of what I have created, it is a centeralised hub for all information about me. I can use this when applying for jobs, when showing industry figures my work, and for storing all my game dev work. This site is also designed to be versatile. When adding content, I made sure to include projects beyond game development to demonstrate a broad skill set to potential employers. By showcasing work in areas such as AI, Web development, and app development, the site reflects my ability to work across various sectors of the software industry. This strategic inclusion means the portfolio is not limited to just game development roles – it can also support applications for a wider range of positions within the tech field.

A graph with blue bars

AI-generated content may be incorrect.

*Figure 1: Graph of type of projects within my site*

This graph shows what type of projects are included within my portfolio, as of now I am aspiring to be a game developer, so the majority of projects are games. But with the way my website is set up, I can easily interchange the projects to display other work I have done to tailor to a specific job I may be looking for.

*Game Jams:*

My approach to joining GameJams were also originally planned within my stratergy plan,

were needed in order to fill out my portfolio and build on my skills , alternatives could have been

*What I wish I could have done*

*Future asperations*

**Index of Evidence**

*< List all evidence that supports journey + implementation. Describe what each item evidences>*

*Here also data as item evidences*

Networking Events

* Digital Plymouth

Digital Plymouth was a great experience as I got to talk and connect with industry figures, blabla made connections and learnt stuff

I wish I spoke to more , some other events I have been looking for

GitHub Customization

* Pinned repos
* Readme
* Links

Portfolio

* Hosting
* Domain purchase
* Industry Feedback

Linkdin

* Cold outreach (connect4connect?)
* Posts
* Data about engagement
* Reached out for feedback

Game Jams

* Made connections
* Built a following
* Got feedback

**Other**

*<If any documentation has not yet been described in this report, please detail it here and what it represents.>*

**Highlight Best Practice**

*<Based on your experience, is there any best practice/pitfalls that you can identify with clear actions?>*