David Denholm

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Personal Information

My name is David Denholm and I am 38 years old. I live in Perth Western Australia. I have a daughter who is 16 months old.

In my spare time I try and play some video games, also do some minor add-ons for an online game.

Interest in IT

I have been into gaming and various tech since I was about 8 and my dad bought a Nintendo Entertainment System home. At various points of my childhood, I would disassemble various items, (Radios and pcs etc) and learn how they work before reassembling them.

I left school after year 10 because I was bored. I took up cabinetmaking and moved towards some hands-on work. I started learning some LUA through and forum and started making some basic add-ons for a game.

My grandma was an artist, I did not consider myself one until I started my hand at software development. This was my form of art. I am looking to advance my knowledge and skills in this area.

Ideal Job

Game Developer

My Ideal job would be tech support and game developer. This would allow me to work during school hours and still maintain a good relationship with my daughter. I have always been good at troubleshooting issues, so tech support and bug finding comes natural to me.

Skills I have

- I am a natural problem solver.
- I am an analytical thinker.
- I can think outside of the box.
- I am very patient with others.
- I can communicate well with others.
- I can take charge when needed.

Skills I need

- 3+ years professional Unity Experience (or equivalent)
- Strong C# and OOP Knowledge
- Strong Git skills
- Strong problem-solving skills
- Strong communication skills
- Basic 3D Art Understanding & Skills (materials, 3D modelling, VFX, timeline, animator etc).
- Basic understanding of optimization techniques in Unity.

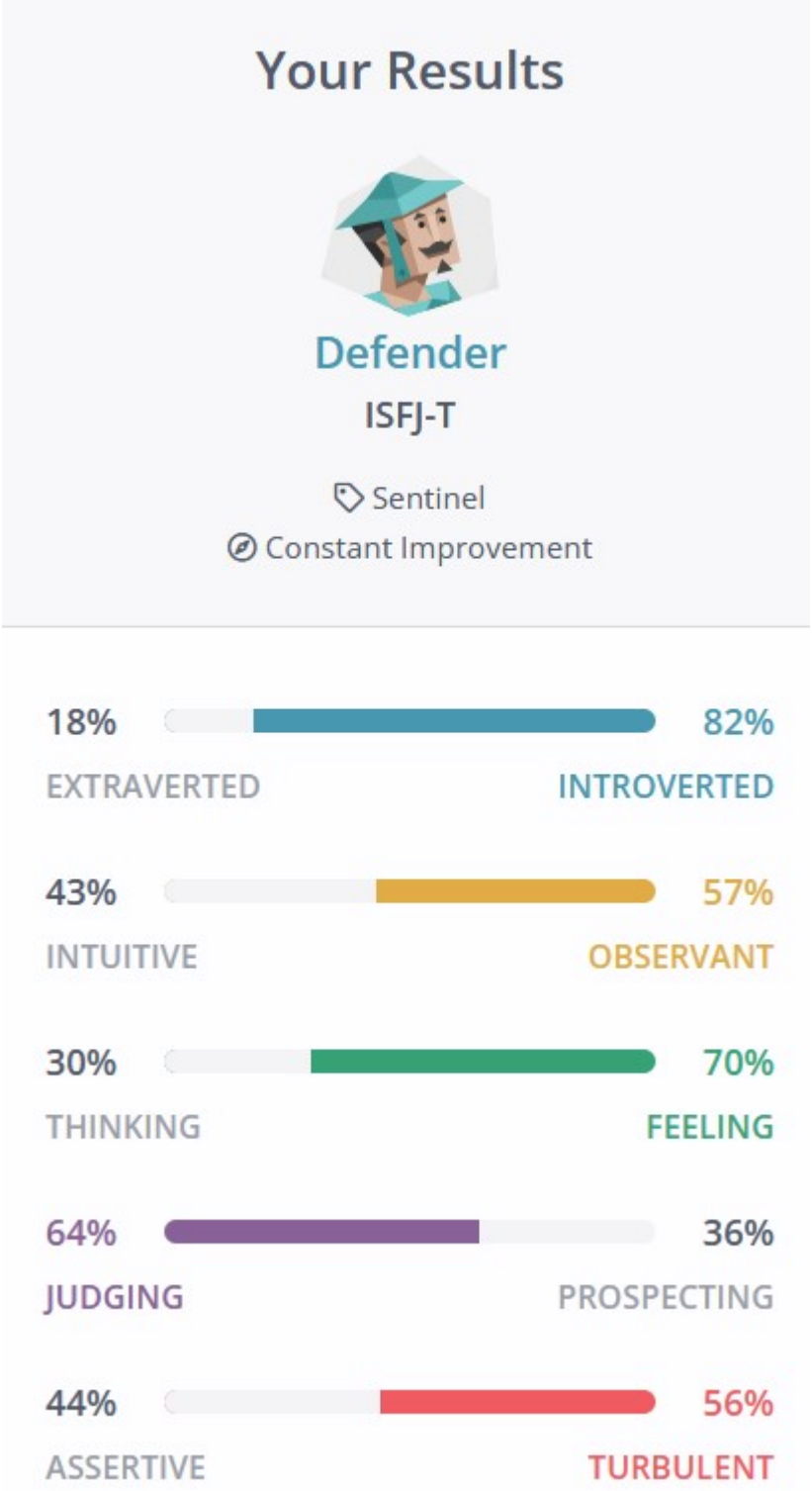
Learning plan

- Complete a Bachelor of Information Technology
- Learn C#
- Learn Unity
- Get a junior position in the industry

Key Skills

- Shader Skills (Amplify or Code or Shader Graph)
- Experience with Low End Mobile or VR development
- Experience with play testing
- Experience with Grayboxing & Level design
- Experience with working with external plugins

Personality Profile



Myers Briggs Type Indicator

The Defender personality type is quite unique, as many of their qualities defy the definition of their individual traits. Though sensitive, Defenders have excellent analytical abilities; though reserved, they have well-developed people skills and robust social relationships; and though they are generally a conservative type, Defenders are often receptive to change and new ideas.

As with so many things, people with the Defender personality type are more than the sum of their parts, and it is the way they use these strengths that defines who they are.

Strengths

- Supportive
- Reliable and Patient
- Imaginative and Observant

- Enthusiastic
- Loyal and Hard-Working
- Good Practical Skills

Weaknesses

- Humble and Shy
- Take Things Too Personally
- Repress Their Feelings
- Overload Themselves
- Reluctant to Change
- Too Altruistic

Teamwork

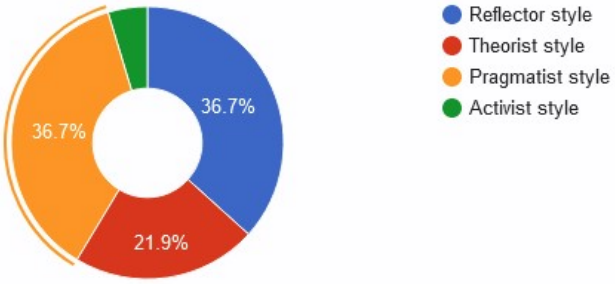
Defender personality type can always be relied on for their kindness and ability to listen to concerns, and to find ways to resolve them. Win-win situations are Defenders' bread and butter, and no one takes quite the same pleasure in finding satisfying resolutions to day-to-day challenges.

As conflict is inevitable these traits are strong attributes to have to help resolve conflict.

Learning Style

I have always considered myself a hands-on learner. My result, "Pragmatist" confirmed this as I like to experiment and try out new ideas for myself.

Learning styles pie chart



Matching learning styles

Learning style	match	%
Pragmatist style	0.353	
Reflector style	0.353	
Theorist style	0.211	
Activist style	0.045	

Learning methods that suit you

Your primary learning style. Match: 0.353

Pragmatist style

Pragmatists need to be able to see how to put the learning into practice in the real world. Abstract concepts and games are of limited use unless they can see a way to put the ideas into action. Pragmatists are likely to be experimenters, trying out new ideas, theories and techniques to see if they work. They may act quickly and confidently on ideas, getting straight to the point, and may lose patience with lengthy discussions.

Learning methods especially suited to pragmatists include:

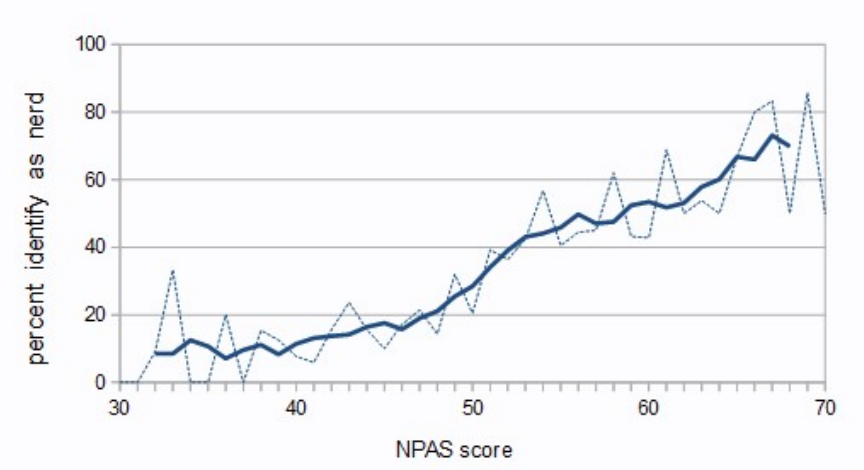
- Practicals
- Case studies
- Problem setting
- Discussions

You might want to think about incorporating methods that are thought to be effective for other learning styles.

Nerd Test

I have always considered myself as a little nerdy. My result agrees. I scored 57 out of 70. While I am a bit nerdy, I am not a total nerd. (Yet)

Your score was 57. Scores range from a low of 30 to a high of 70. The exact average score is 50. People who score higher on the NPAS are more likely to identify as nerds. Below is a graph of what percent of people say yes when asked the question "Are you a nerd?" based on what their NPAS score was.



My Project

Overview

My concept is to design and build an interactive learning toy/tool for my daughter to educate her in a way that is engaging and motivational. While there are several apps for this already, this would not necessarily be an app, but a device that would encourage and reward the user to keep trying and better themselves through usage. This device could be a tablet for older children that would allow other apps to be used once the required daily learning was achieved or toy robot puppy that would talk to the child and encourage speech interaction and reward the child with play time.

Motivation

As i have recently had a daughter, my focus has been to raise her as a strong, independent young lady. Providing her with some good educational toys will help me educate her without her feeling like learning is a chore. She is naturally inquisitive and likes to experiment with objects and see how the world works, so creating a device that allows her to interact with it will help her to stay engaged.

Description

Young Children

Younger children would benefit from simple but interactive learning. A toy puppy that encourages speech from the child and would interact and run around with the child from vocal interaction would help children become more vocal and develop speech faster. There are also cases where some nonverbal children may benefit from similar devices. These devices would be more available for home use and less expensive that some advanced machines and consultations with speech therapists.

Older Children

Older children who are often glued to mobile devices may benefit from a tablet style device. A tablet that encourages learning through apps with a time-based or result-based

reward system (Set by the parent) would mean children learn and study daily to allow access to the media and game content on the device. The time-based setting would encourage usage even if the child did not receive full marks in a subject for that day. This would encourage effort to keep trying. The result-based setting would require a certain result in each subject prior to unlocking the media options. This would mean the child would need to practice more each day to get better results.

Minimum Viable Product

The Puppy would require some early learning features for children under 5 to help them develop speech and math skills. The puppy would need to be designed and manufactured for safety of the child and the puppy. The tablet device would then need to be developed for older children and include other subjects and increase the number of games and educational tools supported. Software locking for the device would need to be parent controlled and viewing restrictions would need to be hardcoded into the childs device.

Cost

Both products would need to be cost effective for manufacture and development as well as for the parents. Creating a product that no one can afford would require government aid or support to make the project viable. While this a possibility, moving forward with hopes of this is not feasible.

Requirements

The device would require onboard memory with a possible memory expansion for the growing memory requirements. An update method would be required, this could be wifi/cloud-based download or plug and play into a pc for updates.

Server costs would be minimal as it would only be used for updating the device software. The software language would need to be determined later as the best language for such a device is currently unknown. The design and manufacture of the puppy could be the most expensive component outside of manpower. This may involve some durable materials for the body construction.

An engineer would be required for the puppy design and construction and a robot ai software engineer would be required for the programming. A child education expert or a team would be required for the learning aspect of the programs.

Obstacles

Costs would be the primary obstacle. Ideally, we would get a government grant of aid, however we can't rely on that.

Experience will be the main limiting factor with the project. I currently have no experience with creating and writing code of this level or designing devices of this standard.

This will mean I either need funding for development or find others who want to participate in a project of this type, who

have experience in the relevant fields to help design and create the project.

Outcomes

Once the Project has been developed it would ideally be marketed for sale and use with schools and other educational programs.

The end goal would be to have the devices used by children in homes around the world. This would help parents ensure that even though they have busy lives, they can still have educational influence on their children at home.