Career goals and progress

My career goal is to work in the computer industry preferably in something that could hold my interest like developing games. During my time at university I have made progress towards this goal. Learning how to program on both python and C++. Outside of the curriculum I have been working on my own game projects making a 3D fighter pilot game to improve my skills in unreal and other aspects of game development. I have also been collaborating with a business student taking the role of chief technology officer and doing some programming for him. I have been putting together a portfolio with all my past work in so that it can easily show case my skills to future employers.

Five challenges

Communication with new people

One of the main challenges I found this year was during the ideation stage of the group game project and game jam. The main issue was I was not able to communicate my ideas when with a new group of people. This skill of bringing new and interesting ideas to the table is essential for game development while also making the project something I would have more enjoyment and motivation working on. To improve my team communication, I plan to make some changes for the next group project. I will make sure that I put forward at least two ideas for discussion. As part of the course I will also have to present a world idea to the rest of my team, this gives a platform that I can communicate my ideas easily so I will try and make the most of out of this.

Benefits of C++ when using unreal

I found that for the group projects I was mostly using blueprints for any form of coding, the reason being that I am not aware enough of the benefits of using C++ over blueprints. I would like to understand these benefits and use C++ more as I believe this is where my skills lie. This will help with learning C++ which is widely used in the computing industry not only the games industry while blueprints are only used on one specific engine. Over summer I am working on an unreal game project and I would like to use this as a testing ground to see how C++ can be used. During this project, I will try and add as much C++ functionality to this as possible. Once it is finished I shall do a review to see which parts of the code benefited using C++ over using blueprints.

Not knowing dates for drafts and viva sessions

A Problem I have encountered this year was discovering that I had hand in dates for drafts too close to the actual hand in. For the main assessment deadlines, I have a calendar on my wall that clearly shows these but for the sessions such as peer reviews and viva sessions I did not have a system in place. I would like to have a better system in place to know when these sessions take place. My plan to achieve this is to go through all my modules during the start of the year looking at what is happening in the upcoming sessions. I will then add this information to my calendar as this system worked well for the deadlines. Success will be measured throughout the year by my awareness of these deadlines. If I am not surprised by any sudden deadlines then I will consider this plan of action as a success.

Attending stand up meetings

For the group project this year we have been following agile practices including daily stand-up meetings. As the name implies these take place daily. I missed a few of these stand-up meetings. Agile practices are commonly used in the industry so following these practices correctly is a sought-after skill. The main reason for me not attending some of these meetings was not knowing the times

in which they took place. I plan to address this for the next project by putting the times on a google calendar which I check regularly. To measure the success, I will do a review after the first few weeks of meetings to check my attendance.

Essay questions

A requirement of this course is to write academic essays. It is advised that these essays are based on a question with the context of the essay always referring to the question. Having a good question to begin with can greatly improve the quality of the text and research. A problem I have had this year is being able to propose a good question. I would like to be able to devise better questions. To achieve this I will research how to produce academic questions by looking at articles explaining how others compose them and have a look at the questions themselves. I will conduct this research over the summer break and measure the results by asking someone in academia to review my questions and provide feedback.