Name: Nathan Cochrane

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Personal background and passion in IT:

I grew up playing video games as many other people did. In high school I took different IT classes and decided to go to the Academy of Interactive Entertainment to learn about game development, specifically programming. It was enjoyable but decided to try find a better career by coming to RMIT.

Strong points and what interests me:

I have a good understanding of programming aspects and developing a product. I’m interested in learning different aspects of IT such as networks, databases and IoT.

Weak points and what I’d like to develop on this project:

I’ve worked on developing games before but haven’t worked on designing the features of a game or leading a project.

Challenges in the context of the project:

Games have many features implemented that make the development cycle longer than some expect. As our team isn’t very experienced in this process, the game could take longer than we realise to develop. This means that we’ll need to be very organised.

Specific types of tasks you see yourself contributing:

I can see myself trying to bring the team together in order to focus us. I’d like to take on a more designer role but with my experience I’m also willing to do some development or helping others develop their programming skills.