By: Sarthak Saxena

# Job Opportunity

**Entry Level Games Industry Job**: Unity/C# Programmer – Torus Games

I would like to apply for this job, based on my skills meeting the requirements that are desired for the selected opportunity. I have proficient knowledge in C# and the Unity Engine and have used 3-D maths and physics successfully. I have developed a vast experience in Unity for over 3 years, and over these years I have developed a good work ethic and worked with multiple groups on many projects from start to finish. My qualifications include, a certified diploma from The Academy of Interactive Entertainment, received to display my competency in achieving tasks in both C# and C++ based projects. I have a huge passion in making games, and playing strategy games, which has provided me with many technical problem-solving skills.

# SWOT Table

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| --- | --- | --- |
| INTERNAL | STRENGTHS: | WEAKNESSES: |
| * Extensive knowledge in C# * Vast experience programming multiple projects in Unity from prototype to release build. * Commercial and Industry experience reaching two years, due to current bachelor’s course at AIE. * Strong sense of team building and communications skills with good people. * Created projects with physics-based simulations with incorporated interactive gaming elements. * Currently in advanced diploma course, with teachers that have extensive knowledge in teaching graphics and shader programming. * Can create multiple prototypes in short time, that are testable for industry reasons. * Good problems solving skills * Created cross-platform application between PC and Unity VR. | * I take my time learning something new, and therefore lose time in development. * Do not have strong experience in any languages besides the standard C#, C++ languages. * Not an Australian citizen or holder of an Australian Permanent Residency Visa. * Have hard time working towards a bigger goal, if each event isn’t laid out in a schedule. * Weak professional portfolio. * No experience in creating mobile development. * Not an Australian resident. |
| EXTERNAL | **OPPORTUNITIES:** | **THREATS:** |
| * My teachers have excellent industry contacts * Can apply previous physics knowledge into physics-based calculation simulators. * Many independent studios in Sydney, or Melbourne. * AIE displays industry ready people, and how to create industry ready portfolios. * Students at AIE, can have multiple contacts in the Industry or themselves be a good contact for a job. | * Competition with students, and/or designated job being applied for. * Live in Sydney, regional areas, so difficult to reach multiple jobs in Melbourne and Canberra. * Less ability to network with industry people. * Hard to gain a visa for overseas travel, as not much scope of games in Sydney. * Currently don’t have much time as I am finishing studies in Advanced Diploma, and then the bachelor’s to a possible Masters. |

# Conclusion

To be industry ready over the upcoming 12 months, I have listed the following strengths that will help me achieve my goal in becoming a junior-mid programmer in the industry.

I will learn a different language to the point of being able to use it at industry level, whenever I have free time. This will allow me to get a wider variety of jobs and not be limited by just two languages. Since I have experience in C# and C++, as well as knowledge in Unity and Unreal engine I can demonstrate an industry level prototype game to the market.

The weakness I have can be overcome by working on a schedule, such as laying out a plan with smaller goals leading to a bigger goal. I will start development in mobile app/game development and add it to the professional portfolio. Use knowledge from teachers in AIE who have vast industry experience to get support in creating presentable professional portfolio. I am willing to relocate to another place if need be for a job, as well as travel overseas if visa is offered by the company. Furthermore, I will keep uploading my projects on my portfolio and maintaining a good relationship with the students who are standing out more, so I can be recommended by them whilst I compete with them.

As support I can use the opportunities available to me, such as Beer & Pixels which is an event that is promoted to students in AIE. This will allow me to increase knowledge on games and increase contacts and good relations with people from the industry whilst increasing my social skills. To increase my competitiveness, I will keep in contact with my teachers, and continue asking for feedback upon my portfolio to make it more presentable and better than others. Additionally, I have multiple books on physics from high school and still have contact with my physics teachers, which helps in physics-based calculations that are difficult.

The potential threats that will affect me are competition, visa, travel, time and networking ability. I will minimise the impact of these threats by preparing myself for them in advance. I will take into consideration of the visa and travel duration, as well as the time to relocate to the other place before applying for the job. Additionally, focus my search on a larger, more stable company in the capital cities in which I have a visa to work in. I can minimise the impact of competitiveness by joining and starting off with entry level jobs, and focus on my strengths such as C++, C# and development in Unity in the Sydney area.

In conclusion, these will allow me to maximize my ability to obtain the selected job and be prepared industry jobs in 12 months’ time.