# Assignment 3: Portfolio (LinkedIn) Content Plan for PM work

## Final Project

1. Final project for VFS GD where I was the PM. I also did audio implementation and a little bit of VFX graph
2. Things to do
   1. Collecting images and video of the game, specifically of aspects of the game that I worked on (Audio Implementation?, VFX graph)
      1. Find images from earlier in development to compare and contrast to final build and show the progress made
   2. Writing up a description of what I did as PM (maintaining documentation, task list, etc.)
   3. Include images of the game
3. Most of this work can be collected as final project is worked on, with probably the bulk of it done after P&P. Posts on LinkedIn about the project and its status I would like to do after every milestone or every other milestone up to final (most likely for Alpha and Final/P&P)

## VFS Game Jam?

1. A 48 hour game jam done organized by Steven consisting of VFS GD/PG students. I was the “PM” for the jam since we had a team of 8 people
2. Things to do
   1. Collecting images and video of the game, specifically of aspects of the game that I worked on (UI)
   2. Writing up a description of what I did as PM (thinking on toes, resolving design disputes, coordinating the tasks that everyone was doing, etc.)
3. Probably 2 hours? I can find the pictures easy, its just writing down everything I did that will be the more difficult part

## Apex Legends Unreal 5

This doesn’t really fit as a PM thing, but I would like to demonstrate my skills in UE5 in some capacity

1. Personal project where I want to recreate character abilities from Apex Legends using Visual Scripting in Unreal Engine 5
2. Things to do
   1. Actually put work into it
   2. Collecting images and video of each ability
   3. Writing up a description of my thought process and how I went about
   4. Make posts containing the writeup and thought process
3. So far, I’ve only done one character ability, but this will just be a work in progress whenever I have free time to work on it. After P&P I would like to spend more time tinkering with it