Team Discussion:

What common elements are there, if any?

All of our career paths are generally part of the gaming industry. We all require creativity and familiarity over the type of games that we seek to create and are all learning specific programming apps that will help us build a game.

What differentiates each position from the others, if anything?  
While our ideal jobs all fall under the gaming industry, the roles we wish to play in a team of game developers are part of different teams that work on different aspects of a video game.

How similar or different are your career plans across the group?   
Our career plans are very similar. While we’re all not after the same department, we are learning how to use utilize what we’re taught as well as to learn more specific programs to help us build a portfolio and enter a team or video game company.