

1. Personal Information:

1.1. Name:

1.1.1. James "Jamie" Gregory

1.2. Student Number:

1.2.1. S3992252

1.3. Photo:



2. Basic background info:

2.1. Nationality:

2.1.1. Australian

2.2. Education: Currently have a cert IV in Cybersecurity and a Cert IV in Information technology, hoping to attain a Bachelor in Information Technology soon

2.3. Hobbies: Currently my main passtime at the moment is watching star trek and playing/modding video games. Hoping to get into Warhammer 40k miniature painting and wargaming in general soonish - hard to find the space for such things. I also plan on making a lego city with a remote controlled train system in the near future once I move house

3. Interest in IT:

3.1. Why?

3.1.1. My main interest in IT is the ability to just fix things, whether it be a software or hardware issue. Its something i'm passionate about doing, and its a service i perform for my friends all the time over the internet

3.2. When?

3.2.1. Honestly? Probably when I was a young lad, I was always good at solving issues with tech, whether they be TVs, computers, internet routers, etc. The fact that people around me tended to rely on my abilities to do so made me wish to pursue a career in this field, as I thought this was clearly something I was good at and enjoyed. Even further than that, I often found myself helping people diagnose their computer issues on discord and assisting them in installing/upgrading stuff

3.3. Why RMIT?

3.3.1. I wanted to get another degree to advance my career, so I went to Open universities, and got placed here. The fact that RMIT offers a full online only course for this was a huge plus as to why I picked it

3.4. What do you expect to learn?

3.4.1. I'm hoping to learn stuff I had no idea I didn't know, and whatever is necessary to advance my career

4. Ideal Job:

Level 3 IT Technician

We Fix IT
Darwin NT
Help Desk & IT Support (Information & Communication Technology)
\$65,000 - \$85,000 • Full time
Posted 3h ago

[More jobs from this company](#)

[Quick apply](#) [Save](#)

Who We Are

We Fix IT is an IT company in Berrimah, NT providing onsite IT support for businesses and residential sites across the Top End. We also provide a walk-in workshop service for the repair and upgrade of laptops, desktops etc.

About the Role

As a We Fix IT Level 3 Information Technology Technician you will act as the onsite escalation point for our team of level 1 and 2 technicians. You will also be based onsite in our Berrimah office and will work in our technical team.

The Right Candidate Will Have:

- Technical experience in Network and Support functions.
- **Minimum Experience of five+ years working as an IT Technician**
- Experience with Microsoft 365 Administration
- Server, Network, Desktop and Business IT support Experience
- Advanced troubleshooting skills
- Excellent interpersonal and communication skills
- Motivation to improve sales
- Ability to build a strong rapport with customers to ensure repeat business
- A valid driver's license.
- Ability to speak plain English to customers – no I.T. jargon
- An interest to complete further learning.
- Ability to multitask and perform admin tasks as needed
- Have working rights within Australia

We Fix IT will provide to you:

- A generous remuneration package
- The opportunity to work with cutting edge technology
- A high performance culture, placing strong emphasis on empowerment, trust, respect, learning, collaboration and fun!

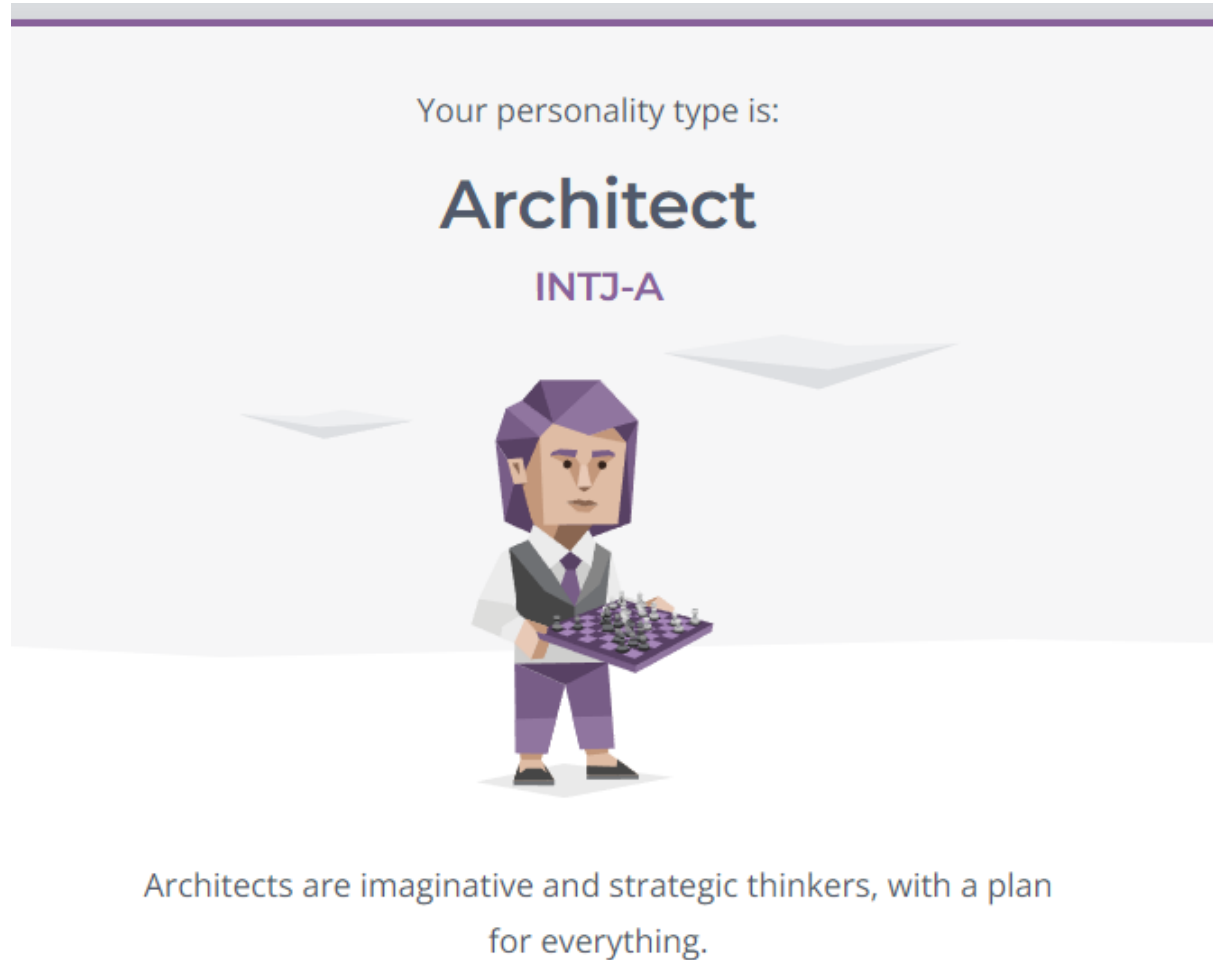
Employer questions

Your application will include the following questions:

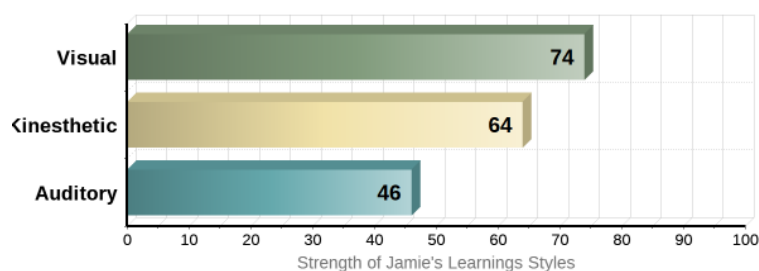
- Which of the following statements best describes your right to work in Australia?
- How many years' experience do you have as an Information Technology Technician?
- Do you have a current Australian driver's licence?
- How many years' experience do you have in the IT industry?
- Which of the following Microsoft Office products are you experienced with?

4.1. The role is to perform level 3 support for people reporting technical issues

- 4.2. In order to qualify for this role, I'd need more Technical experience in Network and Support functions, experience providing business, server and network IT support, and 5 years working as a technician. I meet the rest of the qualifications
- 4.3. In order to obtain what I'm missing, I'd need more study and to actually get a starting helpdesk role as that would provide me the experience I need, (especially as that essentially just be a less advanced version of the job I posted)
- 5. Personal File
 - 5.1. Myers-Brigg test



5.2. Learning Style test

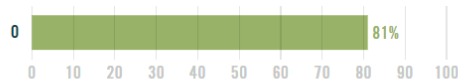


5.3. Bonus Test: Big Five Personality test

This Big Five assessment measures your scores on five major dimensions of personality: Openness, Conscientiousness, Extraversion, Agreeableness, and Neuroticism (sometimes abbreviated OCEAN). In this free report, you'll see a description of each of these five factors of personality, as well as a graph of your score on that measure.

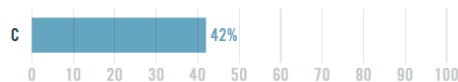
Openness

Openness describes a person's tendency to think in abstract, complex ways. High scorers tend to be creative, adventurous, and intellectual. They enjoy playing with ideas and discovering novel experiences. Low scorers tend to be practical, conventional, and focused on the concrete. They tend to avoid the unknown and follow traditional ways.



Conscientiousness

Conscientiousness describes a person's ability to exercise self-discipline and control in order to pursue their goals. High scorers are organized and determined, and are able to forego immediate gratification for the sake of long-term achievement. Low scorers are impulsive and easily sidetracked.



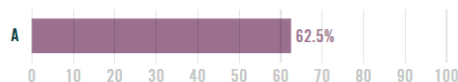
Extraversion

Extraversion describes a person's inclination to seek stimulation from the outside world, especially in the form of attention from other people. Extraverts engage actively with others to earn friendship, admiration, power, status, excitement, and romance. Introverts, on the other hand, conserve their energy, and do not work as hard to earn these social rewards.



Agreeableness

Agreeableness describes a person's tendency to put others' needs ahead of their own, and to cooperate rather than compete with others. People who are high in Agreeableness experience a great deal of empathy and tend to get pleasure out of serving and taking care of others. They are usually trusting and forgiving. People who are low in Agreeableness tend to experience less empathy and put their own concerns ahead of others.



Neuroticism

Neuroticism describes a person's tendency to experience negative emotions, including fear, sadness, anxiety, guilt, and shame. While everyone experiences these emotions from time to time, some people are more prone to them than others. High Neuroticism scorers are more likely to react to a situation with fear, anger, sadness, and the like. Low Neuroticism scorers are more likely to brush off their misfortune and move on.



5.4. What do these results mean to me and people I will work with? How should I take this into account in regards to group activity?

- 5.4.1. While by nature tests like these are inherently flawed, they do grant people insight into what issues they face, and what they should keep in mind when it comes to working in a team. My results suggest that I'm more of a thinker, I work well when my instructions are given in a visual medium (written, images, etc.), and that I work best alone.

This would likely result in me not taking anything close to a leadership role, instead just being told what to do, and doing it, then assisting with anything else that needs help

Keeping all this in mind, when it comes to forming a team, I wouldn't choose to be the leader, I'm better at following instructions than giving them

6. Project Idea

6.1. Overview:

6.1.1. Imagine a city builder game like simcity, or cities skylines, except instead of building realistic looking buildings, populated by realistic looking humans, in a realistic world - everything was instead made of Lego. You'd be able to design, and actually build things following a simulated lego instruction booklet (or go wild and make your own thing). And the city itself would be populated with cars and trains that you yourself could design and build, and minifigures that have their own simulated basic schedule. It would, at the very least, be one of the most visually interesting city builders released in the last decade

6.2. Why?

6.2.1. I've always wanted to get into the city builder genre of video games, designing vast townscapes, placing down parks, ensuring that my citizens are all healthy and happy, etc. but almost none of the ones recently released have any charm to them, or have massive flaws. The last simcity had so many features missing when compared to its predecessor, and even worse, they restricted the building space massively, making any actually large city impossible. Cities skylines, while an objectively good city builder, just doesn't have any unique charm to its style, with everything just being realistic. Other games such as frostpunk or rimworld are closer to this, but I've found that their gameplay focuses more on preventing and responding to disasters than actual city building

6.3. Description:

6.3.1. It'd be a game where every building, every hill, every plant, lake, person, creature and vehicle was made of lego (either an officially made design or your own). You'd be able to design a city to match any theme you could think of, any time period, any culture, and you could share your creations with other people via the internet (likely using the steam workshop), and considering the nature of the game - the only limit would literally be your imagination as you can design literally anything with lego bricks these days.

It would also be a very nice feature if you could switch at will to the perspective of any citizen and play as them in a very simplistic version of a regular sims game, having them physically interact with the furniture you built when designing their house, getting them to socialise with other people, or visit your friends cities from the perspective of said person. It'd be a very very fun time overall.

As for more general things, It'd need to have a terrain generator first and foremost. While designing on a completely flat plane can be fun, it has no challenge, nothing to overcome, nothing to consider when building. Adding hills, valleys, lakes, oceans of water, perhaps even intersecting biomes so you have to design for two different environments would add much needed challenge and complexity. While official static map designs would of course be a thing as they are in most other city builders, auto generated ones would provide massive replay value to every session.

Additionally, the ability to import goods, manufacture items, and export them, (which is a staple in most other city builders anyway) would provide even more gameplay and planning, especially if something similar to a stock market could be implemented - you'd need to adjust what your city produces over time to ensure that you aren't creating a product that's already in overabundance.

Another thing - a fully functional public transport system. One of the things Cities Skylines focused on was implementing all kinds of transport such as buses, ferries, hot air balloons, blimps, trains, cargo ships, planes, etc. This would be an obviously good addition to the game as it'd bring more things to plan and implement into your city - especially if you've built it onto a chain of islands. One of my most favourite experiences in Cities: Skylines, was having about 5 islands connected to the mainland via a ferry service that'd loop around them on a set path.

Finally, and what could be considered the most fun part, disaster systems. Imagine working on your city when suddenly, you receive a report about an incoming tornado. Depending on how good your detection systems are, you'd be able to react days ahead and construct the necessary bunkers and/or evacuate citizens away from any danger zones, then once the disaster has passed, rebuild the city to be even better. More disasters such as meteorite showers, plagues, zombie outbreaks, alien invasions, etc could be implemented too for more variety

6.4. Tools and Technologies

6.4.1. A suitable engine

6.4.1.1. Whilst I admittedly don't know that much about game design, what I do know is that Unreal Engine and Unity are two of the best engines one can use for designing your game. As Cities Skylines runs on unity however, that's what I'd use as it seems to work perfectly for this kind of game.

6.4.2. Modelling software

6.4.2.1. You'd need to individually design every single lego brick that'd be included in the game, and there are thousands of them. Something like Blender or Maya 3D could be used here

6.4.3. Sound design software

- 6.4.3.1. A videogame is nothing without good sound design, and making sure that the clicks you hear when connecting individual bricks together sound good would be an integral part of the experience. Of course the other parts such as the soundtrack, UI sounds, voiceovers, alerts, etc are also necessary. Something like Adobe Audition would work, or Audacity.

6.5. Skills required:

6.5.1. Creativity

- 6.5.1.1. The most important thing when it comes to this is the ability to design enough unique structures, vehicles, etc to populate a city, otherwise there'd be no point to the project.

6.5.2. Coding

- 6.5.2.1. Writing the code that would translate a player built object made of individual bricks into a solid structure would be the most important part, as otherwise, the engine would need to render every single thing in the game as potentially hundreds of individual components, which would eat up resources very quickly.

6.5.3. Sound design

- 6.5.3.1. As mentioned previously, making sure everything sounds right is important. You don't want unrealistic or annoying sounds taking you out of the experience.

6.6. Outcome:

- 6.6.1. Assuming all goes well, this game would be a breath of fresh air in the genre, hopefully inspiring other developers to improve upon the formula, which is what I've wanted from the very beginning. Furthermore, considering the brand attached and the amount of money these kinds of games generate (especially with the hundreds of dlc they release for the game too), the studio that produces it will literally be swimming in money