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I'm Victor Williams living in Australia, Victoria. High school education (De La Salle).

I'm 24 years old and speak English and Ukrainian fluently. Fun fact about myself is that I was born in Ukraine and came to Australia when I was 11.

My interest in IT comes from school where I studied it in year 11 and 12. Life took me on a different path after school where I spent 6 years cooking and ended up running a kitchen, but I decided that wasn't for me and I wanted to go back to study. IT always has been interesting to me however not specific field. I hope in studying this and other courses I find the area that suits me and my interests. There wasn't a specific event or person that sparked my interest in IT but if I had to take to pick one, I'd say Michael Reeves. Michael is an online person who specialises in making inventions for different scenarios.

I wasn't sure where to go and study so I called Open Universities and spoke to a person there for a long time and we decided that RMIT was the best choice for me to begin my study. I had a look at the courses, and we decided that it was best to do the introductory ones first and then see how I go.

My expectations are to gain a deeper understanding of the world of IT and how to use it to further study it. The course so far has been interesting and inviting. How I can apply the skills learned to everyday use and to make things easier for myself and others around me.

Ideal Job: Lead Gameplay Engineer

<https://careers.bungie.com/jobs/4680538/lead-gameplay-engineer>

TEAM
ENGINEERING

LOCATION
HYBRID / BUNGIE-APPROVED REMOTE LOCATIONS

APPLY NOW

OVERVIEW

Are you excited to help build a brand-new 3rd-person action game – expanding Bungie’s incredible gameplay into a new genre? Do you enjoy working directly on the game while also serving as a core leader of your teams?

As a Lead Gameplay Engineer on an incubation project, you will work closely with creatives and engineers to plan and execute technical paths to unlock new player experiences and empowering workflows. In the early project phases, you will work directly on the game’s prototypes, standing up our key features in collaboration with other disciplines. As the project grows, you will manage and lead 2-4 other gameplay engineers. Lastly, as part of a diverse company that prizes creativity, technical excellence, and work-life balance, you will work with a fun and inspirational team motivated to create awe-inspiring games.

This would be in ideal job as I am interested in video games and play a bit of Destiny 2 made by Bungie. I think they're a great company that respects and cared for their employees.

This position entails being responsible for development of gameplay for a video game and other people who are working on it. You work on early versions of the game with several people to make the experience as nice as it can be for the players. This also entails complex communications with other teams to develop a game.

Skills that are required to apply for this job are as follows.

High experience with C++ coding. Experience as a software engineer in game development, building collision models, and input layers.

Currently I do not possess the knowledge to do any of it unfortunately.

My plan to come even remotely close for qualifying for this job would be to continue with my study. I would need to know how to make models for a game and design collision hitboxes for building debris and characters. Before becoming a Lead gameplay developer, I would have to be a gameplay developer working in a team with other developers to hone my skills. As well as learn how to code in C++ because I only know a little bit of Python at the moment.

Personal Profile

<https://www.16personalities.com/profiles/fd152acd64aef>

<http://www.educationplanner.org/students/self-assessments/learning-styles-quiz.shtml>

What's Your Learning Style? The Results

Your scores:

- Auditory: 40%
- Visual: 50%
- Tactile: 10%

You are a **Visual** learner! Check out the information below, or [view all of the learning styles](#).

Visual

If you are a visual learner, you learn by reading or seeing pictures. You understand and remember things by sight. You can picture what you are learning in your head, and you learn best by using methods that are primarily visual. You like to see what you are learning.

As a visual learner, you are usually neat and clean. You often close your eyes to visualize or remember something, and you will find something to watch if you become bored. You may have difficulty with spoken directions and may be easily distracted by sounds. You are attracted to color and to spoken language (like stories) that is rich in imagery.

Here are some things that visual learners like you can do to learn better:

- Sit near the front of the classroom. (It won't mean you're the teacher's pet!)
- Have your eyesight checked on a regular basis.
- Use flashcards to learn new words.
- Try to visualize things that you hear or things that are read to you.
- Write down key words, ideas, or instructions.
- Draw pictures to help explain new concepts and then explain the pictures.
- Color code things.
- Avoid distractions during study times.

Remember that you need to **see** things, not just **hear** things, to learn well.

<https://www.cambridgeenglish.org/test-your-english/general-english/>

Test your English - your results

Well done for completing the test!

Your score is 21 out of 25

[Review your answers](#)

Your score means you might be ready to prepare for one of our qualifications called B2 First or C1 Advanced.

The results of these tests have different meanings to me. The first test is honestly spot on with my personality and I feel like it has been laid out in front of me. The second test is also a close result to how I learn. I tend to do better when learning in a visual aspect. The third result is to test my general English skill, the test consists of sentences, and you need to select the right word/words to go in place.

I think that these tests don't really influence my ability to work in a team as I feel I would do the work assigned to me and help with other work if needed. I am a closed and personal person but if the team requires it, I will go out of my shell and do what's needed.

When forming a team, I would most likely form it with members who differ from me personality wise as they may offer different ideas and approaches to the challenge in fort of us.

