**Personal Information:**

Jayden Watkins

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Born in Central Queensland, Australia. Have studied Education/Engineering at university in the past but didn’t end up enjoying them enough to continue them. I speak some Japanese at a basic level from high school studies as well as some post-high school self-study. My main hobbies are music, photography (@f.fly.photography) and building GunPla (@yojiflea\_builds) (href to the pages? Maybe demo some images).

**Interest in IT:**

I’ve been interested in computers and IT since I was a child. Like most kids, my interest in computers comes from playing the basic games like Space Cadet Pinball on my parents Windows XP prebuilt system. This then expanded in high school where I took every IT elective I could throughout my five years there (ICT in junior and IPT and ITS in senior). Around this time, I started to dabble in building computers and since then have built all my own, as well as my friends, computers.

I chose to study at RMIT after chatting to a friend who was currently studying the Bachelor of IT there. After a bit of questioning, I thought I’d try it as well as he spoke highly of the course, and I was trying to think of something to go back to university for after two unsuccessful attempts.

I’m looking forward to learning all sorts of things related to IT including:

* Coding in different languages
* More hardware related computer science information
* How the modern work environment in IT currently functions and how to best apply myself in said environment
* Most importantly, being able to work in team environments that produce some great projects I can use for a portfolio for once I graduate

**Ideal Job:**

Software Engineer - Game Development (Scientific Games) <https://www.seek.com.au/job/56221639?type=standout#sol=e02b2618ee205cfdad8804b87e7b80c>

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The position of this job is a **Software Engineer** for Games Development with the company Scientific Games. As someone who has been into video games since I was old enough to remember, the idea of being able to possibly create some of the future video games that people love and enjoy is extremely appealing to me. Working in a team of likeminded individuals who also seek the same outcome also feels like it would create an enjoyable work environment that would make you excited to go to work.

The skills, qualifications and experience required for this particular position would be:

* A bachelors degree in Computer Science/Software Engineering
* At least one years experience in coding languages such as C#/C++ (also knowledge of Unity would be beneficial)
* A passion for making games
* Being able to show competency with programming (build automation, continuous integration) as well as experience with agile software methodologies (increment based)
* Experience with dealing with time constraints, scripting and architecture (client/server side)

I currently have partial completion of a degree (technically), a passion for making video games, some experience with time constraints as well as some experience with developing in Unity and by extension, some experience with the C based languages.

In order to obtain the skills required for a position like this, I would need to complete my degree through RMIT choosing subjects that relate to software development (any based in C#/C++ would be very beneficial). As well as studying through university, spending the time to learn Unity and practice developing small projects would be beneficial to show competency in those required things. Having some experience through university as well as outside showing team work, time management and relevant coding concepts would be helpful as well.

**Personal Profile:**

16 Personality Results: ENFP-T

Education Planner.org: Auditory Learner

MindTools: “Work in progress” creative

Graphical user interface, application

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A screenshot of a computer

Description automatically generated with medium confidence

Mind Tools Creativity Quiz: Text

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Resources:

https://www.16personalities.com/free-personality-test

http://www.educationplanner.org/students/self-assessments/learning-styles-quiz.shtml?event=results&A=8&V=5&T=7

https://www.mindtools.com/pages/article/creativity-quiz.htm