****

GOAL SETTING

Please answer the following questions to help set some goals and assess how we can better help you reach your goals. Make sure your answers are clear and concise with the necessary level of detail.

What is the specific job you want when you graduate?

I would love to be a concept/environmental artist in the future.

What steps do you plan to take to get your first job?

Stay proficient in current art trends and improve my 2D and 3D modeling skills to an industry level. I also would like to grow more into website and graphic design practices to broaden my horizons and versatility.

Identify short-term goals (1-3 years) and long-term goals (5+ years) related to your career.

Short term: Improve my Blender skills, incorporate more streamline art texture software (ZBrush, etc.), and grow my portfolio with at least 3 finished products of different styles to show my range of the subject. Long term: maintain my projects (make sure they are up to code and practices new trends), add new projects and connect with others to get my target career if it hasn’t been achieved yet.

What is important to you in a job and workplace (money, flexibility, type of work)?

1. Work Environment and Type (I’d prefer remote but not against hybrid)
2. Money so I can support my family in the future.
3. Growth Opportunities inside the company.

What areas of software development are your strongest?

1. I am a quick learner.
2. I follow directions very well.
3. I offer good advice and perspective when help is needed.

What areas of software development do you think you could improve on?

1. My knowledge on how things work together is very low (Exs: Web to Database structures, along with how Statistics works with running parts like graphics and memory allocation.)
2. I need to improve on proper coding structures in practice rather than hearing them and understanding.
3. My unit testing and debugging for programs can also improve more.

What can we do to help you reach your goals?

I would like to practice more web-based projects and graphic design if possible and take more courses over Blender to improve my modeling skills.