

Career Goals @ Intuit

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My goals should be...

Specific: What will be accomplished? What actions will you take?

Measurable: What data will measure the goal? (How much? How well?)

Achievable: Is the goal doable? Do you have the necessary skills and resources?

Relevant: How does the goal align with broader goals? Why is the result important?

Time-Bound: What is the time frame for accomplishing the goal?

1) Develop professional knowledge

While my first priority is to apply my skills and abilities for the better of the team, I would appreciate the opportunity to be able to **learn from those who are more advanced or experienced than me**. I would like to **watch and learn from someone with more expertise in design go through their work process**. This would essentially be shadowing someone. It would be nice to be able to see a few different people work—perhaps three to four, as everyone has different methods that work best for them. This would give me insight as to **better work practices** or **how to approach a new assignment**.

2) Create diverse connections

I want to **learn about potential career paths and how to take full advantage of my time here** by **having conversations with current employees—optimally those in a variety of fields**. I can accomplish this by **getting lunch or coffee with other employees** and discussing the work they do. I would like to learn specifically about different design roles but learning about other career paths and possibilities would benefit me as well. I would also like to receive advice from these people regarding how to spend my time at Intuit (or in San Diego) wisely. It would be nice to meet with **at least one person a month**. That way, I would meet with at least five people by the end of my time here. Doing this can **give me a better idea of my specific career interests and how I can contribute better to the team during my employment here**.

3) Practice presentational speaking

This is conveniently something that I have already been able to do during my time so far here, which has been awesome and extremely rewarding. As someone whose college classes don't normally exercise much professional or presentational speaking, **I appreciate every opportunity to speak in front of a large or group audience**. I enjoy the ability to **practice my presentational skills** with expert round tables, the upcoming design review, and even just team meetings. This goal is a little less specific *because* it is already being accomplished regularly, but it's something I would like to keep consistent throughout my time here if possible. Being able to **conduct myself professionally**, especially under pressure, is a skill I can see myself using no matter what career path I follow.

4) Gain teamwork experience

There is a practice commonly used in my computer science curriculum at Northeastern called “peer programming.” This is when students are randomly assigned partners to complete assignments with. This practice has shown me just **how important it is to interact with and learn from other people**. Everyone has different skillsets, and one of my favorite qualities of the team that I’m on here is **how diverse everyone’s backgrounds and abilities are**. I would appreciate the opportunity to **work closely with others who may not have a design background** (or even if they do—although that would be more for goal 1) and learn from them. Working with different teams also puts me in different environments and (hopefully) will cause me to **venture more outside of my comfort zone**. It would be great to develop these stronger professional connections for goal 2 as well.

5) Learn new technology

The reason why I enjoy working at a technology company is because of the fact that **technology is constantly growing and changing**. I find great satisfaction in being able to grow alongside it. That being said, **there is always newer, better technology**. I came to Intuit as an experience design co-op with little to no experience in Sketch, which is a software used commonly among designers. Juan also introduced me to Principle, an extremely handy mockup tool that I would also like to gain some experience with. Optimally, the conversations and experiences I have with other designers here will help me **discover other new technology** (that I can maybe also watch them use) that would **help me grow and develop a more diverse skillset**. I can then use the skills to help me accomplish tasks for the team. Creating an e-mail header for Angel was made significantly easier by the fact that I knew how to cleanly edit out a green screen in Adobe AfterEffects and convert that video into a GIF using Adobe Photoshop. Not a lot of designers would know how to do that prior to beginning the task, and few would take the time to learn it under such a close deadline. Experiences like those are what make me appreciate being exposed to a wide variety of tools and technologies. This goal is also not extremely specific, as I’m not completely sure what other technology there is for me to learn about. I see this as tied to goals 1 and 2.