Hopefully I understood the prompt correctly. I took it as looking up general job descriptions and not necessarily specific postings on a job board.

A lot of the descriptions I read seem so similar to each other. UX and UI Designers and Developer description all sounded so similar. I understand there is a difference between UX and UI, but so many sites describe them interchangeably. It does make it hard to really know what I would need to learn and practice though.

I will always lean towards a game design or developer position. That was something I always wanted to do since the end of high school. Mainly, I would like to create something that others would appreciate or find useful or just plain enjoy. Like, for work, I would love to have the gatehouse program our attendants use updated beyond the Windows 95 era. Our machines are updated, and we replaced the dot matrix printers about four years ago.

Reading these descriptions are certainly daunting. I feel with more knowledge I could absolutely handle a developer position. Currently though, I still feel like I do not fully understand what truly goes into each of these titles.

<https://skillcrush.com/blog/41-tech-job-titles/>

<https://www.techslang.com/glossary/tech-jobs/>