

Continuing Professional Development - Semester One

COMP130 - CPD Report

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1 Introduction

My current long-term career goal is still to become a lead game developer in a Indie studio in which I can have a lot of creative freedom, and to be able to develop my own personal game ideas into actual games with a team. My current academic development goals are to overall become a better programmer and games developer, to learn as much about game development as possible and to work more effectively as a team member and or team leader.

The 5 key skills that I have identified from this first semester that need further improvement are: Dealing with frustrating team members; Leadership skills; Dealing with procrastination; Better understanding Shaders, how they work and how to write them; Using programming patterns to my advantage more often.

2 First Key Skill: Dealing with frustrating team members

This semester I have had to deal with team members which I find difficult to work with and I have been finding myself easily agitated around these people. I need to try my best to not get frustrated around these people as this is just one of the things you get when working in teams with other people, disagreements happen and you just need to work them out and carry on.

Smart action: Over the next semester I'm going to learn to be less agitated around these people by changing my mindset around them, I'll try to better understand where they are coming from and what they are trying to communicate to the team even if I might disagree with them.

Hopefully by the end of next semester I will have this well under control.

3 Second Key Skill: Leadership skills

This semester I became the scrum master of my team. Which led to me having quite a few leadership responsibilities as other team members expected me to manage and deal with organizing everyone's agile scrum tasks and to set up scrum meetings and do daily stand ups. It's been going well so far but I know I could definitely improve on my skills and better manage team communication when doing stand ups and scrum meetings.

Smart action: My goal for next semester is to set a specific time to do a stand up with the team everyday and make sure It gets carried out. I'm also going to look into reading "peopleware:Productive Projects and Teams" as I have heard that it's a really good book for learning to manage teams and projects relating to software engineering I will see if the library has this book available and if not I will look into buying it.

By the end of next semester I want to have read the book and managed to do a daily

stand up every day with my team. Hopefully this will show in the quality of our game when it is finished at the end of next semester.

4 Third Key Skill: Dealing with procrastination

Over the semester I have found myself procrastinating a lot on tasks or projects that I didn't really enjoy doing. It's a terrible waste of time and I really need to reduce and stop my procrastinating habits.

Smart action: During the second semester I'm going to stop my procrastinating habits by replacing them with better habits, such as working on a different task instead of the one I'm having difficult with, taking quick small breaks to walk around if I catch myself procrastinating and getting rid of distractions around me.

I'm not too sure on how I'm going to measure my progress on becoming better at dealing with procrastination but by the end of the second semester I want to have at least cut my procrastination time down by 75% to increase my overall productivity and save time.

5 Fourth Key Skill: Better understanding Shaders, how they work and how to write them

Graphics programming and shader development is a technical subject I find very interesting and I am very keen in learning about.

This semester I learnt a lot about graphics programming and shaders in COMP220 when creating the graphics demos in OpenGL, but I still feel like I don't quite fully understand how they work yet and would like to better understand how to make them so I can then apply them to the projects I am currently working on.

Smart action: Next semester I'm going to read through Thebookofshaders.com to learn

more about the concepts and uses of Graphics programming and shaders. And I will set a goal of creating 5 different shaders that could be applied to my team game in Unity using HLSL by following the many different tutorials that are available online.

So by the end of next semester I want to have created at least 5 different shaders to be potentially used for my team game and to have a much better understanding of how they work so I can carry on developing shaders for future games.

6 Fifth Key Skill: Using programming patterns to my advantage more often

During the summer before this semester I read some of the Game Programming patterns book by Robert Nystrom to get more familiar with programming patterns, and it was definitely helpful in getting a better understanding of programming patterns, but being fully aware of when I need to implement these patterns in my own code is still something I'm still having trouble with.

Smart action: Next semester I will create a reference sheet of a list of programming patterns I think will be of the most use to me and have simplified descriptions for each pattern to allow quick and easy referencing, and I will use the reference sheet whenever I'm programming to have it to give myself ideas on where I could implement certain programming patterns.

By the end of the semester I want to have a nice Programming patterns reference sheet to use and to have used it for implementing at least 6 different programming patterns over the semester in order to acquire a better understanding on how to use programming patterns.

7 Conclusion

The 5 SMART goals that I have set myself will help me to become a better team member and hopefully also a better team leader, it will help me be more efficient in programming and learn to better understand and use game programming design concepts making me a better programmer with more desirable traits so I can one day land a games programmer job.