**Nicholas Young**

Nicholas’ ideal job is to be a Scripter/Level designer for the organization Respawn entertainment, responsible for any successful AAA games such as the Titanfall series and most recently the F2P battleground fps Apex legends.

This job title is in quite high demand, as shown buy data collected by Burning Glass Technologies, Graphic designers are among the highest sought after jobs in the IT industry, with just short of 900 listings in this last year alone, however the market for jobs solely in the field of video game design is very tight, as in 2015, it was found that only 6000 jobs were available for the whole year, and for these jobs 89% of them required a bachelor’s or higher, and <5% were open to those without prior experience in the field.

For this job, many skills will be required, both generally and specific to the IT field. General skills that may be needed are communication, collaboration and planning as working in a team, especially for a large company working on AAA games, will be essential. Research, time management, detail orientation and analytical skills will be highly sought after by employers to provide a end product that will satisfy the customers. These general skills are good baseline skills to have when seeking a job in the IT sector, as they are all generally well sought after by most employers, however skills such as writing, mentoring and leadership may not be required as it is mostly visual and design based, and there will most likely be a team environment, reducing the need for a leadership position, as they may be better suited to a Laissez-faire style of management.

As for the IT skills required, it may include a knowledge of Scripting languages such as javascript, JAVA or python, graphic design and their video game based tools such as the unity or unreal engines or even something like SVG-Edit, as well as skills such as working with windows 10, as it the main operating system for most larger companies, project management and Microsoft Office. The same goes for the IT based skills, as Javascript is one of the most highly used scripting languages used today. However this job may not require, or at least not fully, extensive knowledge on database languages and programs, as this job more entails the design aspect of the projects, so things such as knowledge in SQL, SAP and business management are not fully required.

*Having looked at the Burning Glass data, has your opinion of your ideal job changed? Why or why not?*

My opinion of my ideal job has not changed at all after viewing the Burning Glass data. This is more than likely because the skills required are not those typically required in I.T. focused jobs – though the selection process would be similar. In level design people are generally hired based on their demo reel and portfolio, showing they have the knowledge of the theories and practices of level design and the skills to apply them. Degrees are not necessary, and the tools used to actually build levels can be learned very quickly compared to the time it would take to learn another programming language or another I.T. related system at or to a professional level.

The most relevant things to a level design job in the Burning Glass data are the baseline skills in greatest demand and the experience required. Communication skills are extremely valuable in level design as you will be in constant communication with level designers and nearly every other department working on a game. AAA studios also value planning skills, organizational skills and problem-solving skills as they will all be as relevant to your job as they would be in any I.T. related occupation. Experience of around 3 to 5 years required is also applicable to level design as most AAA jobs prefer applicants who have shipped at least one AAA title, which typically takes around that amount of time to develop.

**Lee Van Den Blink**

Lee’s dream job is to be a game programmer at Bethesda Game Studios, responsible for such AAA games as the Elder scrolls series and the Fallout series RPGs.

In terms of demand from employers, this position is not very desired, due to how specific this position is and how considerably small the video games industry is comparatively to the entirety of the IT sector, however, comparatively programmers are among the best paid positions within the video game industry. “Available positions for game programmers are expected to grow by eight percent between now and 2026. Multimedia game options are an expectation of gamers, but international outsourcing could threaten the availability of domestic positions.”(https://work.chron.com/requirements-game-programmer-13788.html)

For the job, many skills will be required by the employer, both general skills and skills specific to the IT field. General skills that may be needed are good communication, problem solving, planning and trouble shooting, for the coding that you are required may have problems that must be fixed, or designs/rules that must be followed, therefor quality assure and control is a good skill to have, as well as to be detail-oriented, have good time management and be adept at multitasking, as multiple projects may have to be undertaken at a single time, meaning durability under pressure is also a good skill in this area. These skills are extremely useful in the IT industry, as they are in very high demand for many employers, however this job may not require skills such as team work/collaboration or presentation skills, as many programmers may work alone on single pieces of a larger project, as well as creativity, as you may not have the freedom you want to create anything, you may be confined to a specific design you must follow for the organization.

The skills needed that are specific to the IT field are knowledge in programming languages such as C++ or Java, specifically object-oriented programming, knowledge working on game consoles such as PS4 and Xbox One, as these will be the companies main platform to work on, then also skills such as project management and business process to help in the aspects of game production and development, and services such as Git, to keep track and properly update your projects. These skills are excellent baseline skills for any IT position, as these languages are widely used throughout IT, especially services such as git that allow for a backup and retrieval of code, which will allow bugs and errors to be easily ironed out. This position, however, does not require business wide skills such as SQL or SAP, as you will be working within a project, or multiple projects, but are working within the company, and will not be responsible for any large scale data analysis or storage. Customer service is another skill that will not be needed as you deal with the back end of the game production, the creation of the product.

*Having looked at the Burning Glass data, has your opinion of your ideal job changed? Why or why not?*

To be honest I'm not 100% sure that my ideal job is fixed. There are a large range of roles in IT work that appeal to me, such as software development, Systems or Data Analyst, or working in Quality Assurance, however the dream of eventually working in the games industry in some capacity remains the same.

I am aware that I'm much more likely to find a role in software programming then specifically game programming, but this would be a great way to earn experience towards my end goal of working in the games industry. Currently I am more focused on learning and experience as I still have a long way to go in these areas. I think my Generic skills are already pretty solid from being in the workforce for 10 years, and I need to focus on acquiring specialised knowledge that will allow me to transfer these skills across into the IT sector.

**Michael**

Michael’s dream job is a software engineer for GOG Galaxy, a digital distribution desktop application connected to GOG.com that specializes in classic and nostalgic games, while also distributing modern and other AAA games.

This position is moderately sought after by employees in the field, as there were around 540 job listings in the last year, putting it in the mid range for IT job listings.

For the job, many skills will be required by the employer, both general skills and skills specific to the IT field.

The general skills that may be needed are communication, written and verbal, as well as teamwork, as working in a team is essential when working on a big operation such a distribution software. Other skills may include analytical skills and creativity, as well as quality assurance and control, especially when concerned with the software testing and debugging. These skills are excellent to equip you for many IT jobs, as a team environment as well as working on debugging and testing are major parts of many IT roles. This job may not focus on skills such as meeting deadlines and time management, as it may more focus on when-needed fixing or upgrades, that may be more fitted to a “done-when-its-done” nature of work. Multitasking may be another aspect that may not be a main focus, as one main project may be needed to be completed before another can begin.

Skills specific to the IT field are knowledge of programming languages, such as Java or C++, specifically object-oriented design, and even more specifically .net programming and software engineering will be needed to improve, create and fix the websites and programs associated with GOG.com. Knowledge of data services such as SQL and SAP may be required as large database communication will occur with their large library of games, so learning the language around that interaction will be paramount. Technical support and customer service may also be required as you may need to assist customers experiences and/or receive feedback from them to implement into the design or output of your services. Many of these skills, especially the database communication tools such as SQL and SAP are in very high demand in the IT industry, so will be very good skills to have, while knowledge in object oriented design and programming are also quite high in demand. This may not require use of any graphical design, as that may be left up to another person/ department, as the same may go for business management and business process, as you may just be incharge of the service and site alone, along with how well the service functions, not the business side of operations.

*Having looked at the Burning Glass data, has your opinion of your ideal job changed? Why or why not?*

Having looked at the Burning Glass data, my opinion of my idea job has changeed somewhat. I didn't expect to see SQL so highly valued as a skill, although this does make a lot of sense as Big Data is big business. I would be content to work on SQL databases as much as on gaming projects. I would be satisfied in any role which focuses on software development in the background. I would hate to have to design fancy website landing pages. Anything coding quietly behind the scenes would be ideal for me.

I'm also a bit surprised to see Communication Skills so highly valued, but is it important to make a good impression in an interview as someone people want to work with. There are many people with technical skills, so it makes sense for an employer to seek out the ones who aren't too eccentric.

The desireablility for 3 to 5 years' experience suggests to me that it can take this long working professionally in this industry to become proficient. Nevertheless, there is still a lot of demand for peoplee with limited experience. It would seem that as long as you have some experience, you can find a foothold. This is an indication to me to find some IT-related job preferably which still attending Uni to develop as much experience as possible before graduating.

**Cory Attikins**

Cory’s dream job is a Gameplay, UI or AI Programmer at Obsidian Entertainment, a video game publisher known for the Fallout: New Vegas spin off and many RPGs, such as Tyranny and Pillars of eternity.

These job titles are in very high demand, as it is in the same vane as software developers, and software developers are in the top categories for demand and has the highest amount of people currently employed in the field.

For this job, many skills will be highly sought, both general ability skills and skills that are specific to the IT field.

The general ability skills that will be needed are communication, team work and team building skills, as the main area that these positions require is in a team environment, therefor employers will be looking for people that are cohesive to this type of work. A successful candidate may have adept knowledge around problem solving, quality assurance and control and debugging, as a proficiency in fixing any mistakes that will inevitably be made will be very helpful for a productive work flow. These skills will also roll over into being very useful in the IT field in general as these are areas which most IT professionals must work with and around. Skills that may not be required in this title are things focusing on leadership roles, such as management skills and mentoring, as you will most likely remain under a main supervisor, so major decision making and management will not be your priority, and will not be a necessity in the role.

IT specific skills that an employer may look for in a successful candidate are proficiency in coding languages such as C++ and Microsoft C#, on top of software engineering skills, along with knowledge and experience using game engines such as the Unreal and Unity engines, as these will be the main pieces of software that this role will be working with. The first few skills, programming languages and software engineering will be very useful and make you a very eligible candidate for many IT roles, however knowledge in video game software, such as engines and specific consoles are very niche and will very rarely impact a decision in many other IT fields. Other skills that will not affect eligibility in this specific role are knowledge in organization wide data software's or languages, such as SQL and SAP, and many other business wide related skills, as you will be working in a team environment underneath a leader or supervisor, and these area will not affect your role.

*Having looked at the Burning Glass data, has your opinion of your ideal job changed? Why or why not?*

**Nathan Christos**

Nathan’s dream job title is a Technical lead at Seventwenty, a consultancy organization that aims to improve the overall effectiveness of businesses by tapping into new and existing talent pools. This job in particular is not in exceptionally high demand from employers, as there would be one tech lead looking over a whole team of designers or developers, which explains why their demand is quite low, however comparatively their need is unmeasurable, as they are the sounding board for their developers, the voice of Engineering to other business functions, and make critical technical decisions that can make or break a project.

For this job, many skills will prove useful for the candidate, both general ability skills and skills that are specific to the IT field.

General skills useful for this position include communication, which is almost a requirement in this field, along with decision making and leadership, as your ability to communicate and lead your team effectively and make the correct decisions for the right times will make an insurmountable difference to work flow and productivity. Other useful skills may include planning and building effective relationships, as these skills will be very favourable to the employer. Leadership roles and the skills that entail for them are very highly sought after within the IT sector, as the environments of very many IT roles are quite similar, therefor these skills are among the highest in demand by employers. For this role however, skills such as creativity, research and organizational skills are not as needed as you are mainly in control of personnel and communication between the different teams of the projects, therefor you will rarely be in charge of the creation of code or designs, leaving these skills out of the necessary skill list.

Skills specific the IT field are things like Project management and business analysis, analysis and management, as you will need to accurately and productively control and communicate with your teams within the projects to run smoothly and efficiently. Git and SAP, as you may need to be knowledgeable with the inter-personnel data communication tools for your project to communicate and run effectively. These communication and leadership based skills are highly sought after, as many employers will look for a person that has these skills ALONG with lower based skills like the programming languages and design, as it would allow them to become a higher role is the situation arises, however business related skills, are less highly desirability, and more of an asset based skill to have, as it would not only apply to the field of IT. This being said, knowledge of the actual baseline of data creation through possibly C++, Java or even web design may not be a huge factor for an employer as these would be required of the others within the team on the projects.

*Having looked at the Burning Glass data, has your opinion of your ideal job changed? Why or why not?*

Reviewing the burning glass data was very thought provoking. I am pleased to see that most of the highly sought-after “generic skills” are areas that I excel in and will also endeavour to refine as I pursue my career within the IT industry. My ideal job aspirations have not wavered as the chosen field is one which could harness my abilities and keep me challenged constantly. Having said this, I can also see similar options in high-demand fields that would suit me perfectly. My long-term goal is to harness my experience in electronics and security and combine this with my eventual degree in Information Technology. One area I see a huge potential for my future is in machine learning, as I believe this will be in ever-increasing demand; however, this is an area I have no experience in to date but look forward to gaining the required skills needed to experiment in this field. Although my previous career has seen me tinkering in many IT related fields, I feel I am somewhat ignorant to the greater industry and inept at making an accurate assumption regarding my goals for future employment. This fact has become quite clear in my first semester at RMIT, where upon delving into the Java programming course, I have found I am actually quite fond of programming. This has come as quite a surprise and I look forward to finding the other facets I love in this industry.

**Harrison Williams**

Harrison’s Dream job an Infrastructure Manager at a private advertiser, however the job title is the main attention point as this position would be relatively similar wherever the application was for. This job title is quite highly requested, as many organisations require a person to look over, improve, update and fix problems with their internal infrastructure, and possibly its interaction to a national or even global network. For the job, many skills will be required or sought by the employer, both general skills and skills specific to the IT field.

General skills that will be required for this job will include communication, problem solving, troubleshooting and planning, as this job will entail working with a whole network of devices and if the candidate is not well versed with communicating within a network of people, many problems may go unresolved, or even unspoken, as well as with planning and troubleshooting, as this will improve ability to design and apply enhancements or support of the infrastructure, where creativity may also pay a helpful role. All of the skills that would be required for this kind of role are among the highest desired skills for working in the IT field, so having these skills will greatly improve the likelihood of being chosen by employers to achieve the position. Skills that are not within this skill set that are wanted by employers are time management, deadlines and self starting, as you will be working in a team mainly, and most improvements will be made in an effort to stay ahead and may not be required at a certain time frame.

IT specific skills that are required with this position are project management, systems engineering and software engineering, as these would be essential for managing, improving, updating and planning operations within the infrastructure, with effectiveness and efficiency. SQL and SAP knowledge would be very desirable as well as it would require working around data bases and systems. These skills are also very desirable as many organisations use SQL and SAP for organisation and efficiency, as well as the ability to manage projects and systems. Skills such knowledge with programming languages and web design may be less needed by the employer, depending on where the application is from, as some will not need to use some aspects of these skills, however highly desirable they are to the employers.

*Having looked at the Burning Glass data, has your opinion of your ideal job changed? Why or why not?*

Having looked through the data collected by Burning Glass, my ideal job has not changed, as the job I liked entails a lot of the skills that are in high demand by employers, and the job itself is also highly valued in-and-of itself. I also believe this role will be sufficiently challenging, engaging and enjoyable, which are much more applicable to me than how desirable the actual job title is. I believe that if my dream position were to change it would come at the end of the learning experience I am undertaking with university, and even as I enter the field, open up doors for myself and view the industry as it comes to me.