Ideal Jobs section

Our group picked ideal jobs across a few different areas of information technology, most of the group wishes to eventually end up in the programming field in different sub areas. Such as gaming programmers or stack developers. Tim is interested / ideal job is being a senior game player designer, Shaun has expressed an interest in being a senior C++ enginner / Game play programmer, Jake’s interest is in being a software developer, Jason T has an interest in being a full stack developer, Anthony’s expression of interest is also in being a full stack developer, and Jason S is interested in being an IOT (internet of things) solutions team leader.

As most of the group is interested in software development / programming some of the skills needed amongst the group are very similar in the programming job roles. Some of these skills include understanding of programming languages, level of understanding of using text editors to produce code, the ability to work well in a small team, and the ability to adapt to new technology quickly. These skills are the same and needed regardless of the area of programming our group is wishing to enter. As every programmer needs to understand the code for the application they are writing, every programmer needs a tool to produce code, and most programming teams are not overly large. The common element among our team group is that we want to end up in programming in similar areas, even Jason S who wishes to be a IOT solutions team leader. This type of work often includes programming in different sub areas. So members of the group has very similar career pathways. Another common factor among our group with the jobs selected is most of us have a requirement to learn C++.

However while the common theme amongst our group is career progression into programming. For most of the group. Some of the areas our jobs we have expressed an interest in are within different areas of programming this includes games programming, web programming such as python, business application development and IOT knowledge. The obvious differences in our chosen jobs is that you couldn’t use a game created in unity as an business application. Some of the main differences between our groups chosen jobs is the tools used in the different sub areas for example the two members who selected careers in the gaming side of IT need to be able to use tools like Unity and should have an understanding of the C++ programming language. Another example of a difference in a sub area is for the two members who have selected stack development as their ideal roles, is that instead of one tool we need to learn an gain experience within several tools or languages. This could include Java, C sharp, CSS.

So while there is some differences in the tools and experience required for each chosen job. The group does have a lot key similarities in our main areas of programming and in IOT knowledge, in the different jobs. This will also help process our group along as we are interested in the same / similar things.