# Game Dev Portfolio Site Plan

The purpose of this site is to showcase my professional skills and experience, both to potential freelancing employers in the short term and to agency recruiters in the medium term.

## Brainstorming

* **Blog** –
  + **Reviews** - write reviews of the courses you take for a blog. Demonstrates your commitment to Unity, learning and continual improvement. Also acts as a diary record of what you’ve done, so you can remember yourself.
  + **Developer diary** – Record and showcase skills learned, both as a personal record and for potential employers.
  + **Fun skills** – projects with the kids, which are fun and related i.e. pixel art, Scratch, Raspberry Pi etc.…
  + **News** - updates and announcements i.e. Geek meetups, events attended, qualifications achieved. Posting courses you’re taking needs to act as a firm commitment and motivator, i.e. don’t announce anything that you don’t finish.
* **Portfolio Projects** (ideas) –
  + Factory Escape / Prison Escape.
  + Match 3 Game.
  + RPG Game.
  + Mobile Game – Android / IOS development.
  + Social Media – Facebook and Twitter feed. LinkedIn feed? Use for networking and to demonstrate who I am on a personal level.
* **Resume** 
  + PDF download