**Personal information**

My name is Wenhui Wang, usually, people like to call Wen instead of Wenhui. My student number for this year at RMIT is s3845416, I am an Australian citizen but born in China and arrived in Australia in 2011. I don’t have many hobbies, but gaming and listening to music could be my favourite hobbies during the quarantine duration. My IT interests are also related to the game, my goal in the future was to become a game designer and develop my own game somewhere in the future and this goal has developed my interest in IT. As a first-year student studying at RMIT doing IT experience, my IT experience is very limited. The only IT experience I have ever had is probably doing computing during year 12.

**Team Profile**

Michael Formosa: Adventurer ISTP/Tactile Learner. 52% in openness, 56% for conscientiousness, 31% on Extraversion, 60% for Agreeableness and 79% for Neuroticism. From the result of Michael's personality test, he is a type of person that has flexible thinking and logic maybe even looking for practical solutions to the problems at hand, therefore we can say that he is independent and adaptable with the world around him.

Arin Hua: Campaigner ENFP/Visual Learner. 62.5% in openness, 54% for conscientiousness, 40% on Extraversion, 81% for Agreeableness and 65% for Neuroticism.From Arin's result and ENFPs are usually agile and willing using their wit, humour and mastery of language to engage stores. Their personality should be Energetic, warm and passionate in things they love.

Benjamin Mason: Project Manager ENFJ/Visual Learner. 67% in openness, 60% for conscientiousness, 71% on Extraversion, 67% for Agreeableness and 29% for Neuroticism. For Ben’s ideal job he would like to become a Project Manager and it does require a lot of organizing skills, and ENFJ are often energetic and idealist organizers. Surprisingly Ben is the 3rd Vusial Learner in our group and this does not include me, I am also a Visual Learner.

Robert Morel: Mediator INFP-Vusal Learner.100% in openness, 56% for conscientiousness, 52% on Extraversion, 77% for Agreeableness and 27% for Neuroticism. Robert are usually very optimistic, they see the potential for a better future. They are also creative and often artistic in some ways and they enjoy finding new exits for self-expression.

Yashraj Mewada: Mediator INFP-T Tactile Learner.73% in openness, 46% for conscientiousness, 40% on Extraversion, 75% for Agreeableness and 71% for Neuroticism. My boi Yash is also an INFP type, same as Robert, I do say both of them are very optimistic about their future and creative in many ways. But they can be sensitive when things go wrong and deeply concerned with the personal growth of themselves and others. A very caring person.

**Ideal Jobs**

Michael: Michael's ideal job is Software Engineer, in comparison, i think our skill needed will be different he has to be responsible for Security and Usability for this Software but as a game designer I do not need to do that all. What's in common is we both must be creative with our projects.

Arin: Arin's ideal job is Software Programmer, in comparison, he will have to learn a lot about coding with different languages but as a game designer i will probably need to do less. In common is that we both need to do coding and programming at some stage of your project.

Robert: Robert is interested to be a Cyber Security Analyst, same with Michael very challenging and intense job, it requires a lot of effort and time to analysis and set defensives to protect data. In common we have is probably analysis the project we are currently dealing with and fix problems if there is any within the project.

Yash: Yash's ideal job is Data Analyst, also a Jon requires a lot of energy and effort to complete their task, and in comparison is he will probably need to collect a large amount of data before an analysis but in my case, data is probably provided by others in my team for me to design the best game possible.

Ben: Ben’s Ideal job is Project manager, a job need advanced organizing skill and a person Ben need to be independent and on time for everything he planed. In comparison between Ben’s ideal job and my ideal job as a game designer is that Creativity is not needed for a project manager may be in some ways but not all the time. What do we have in common is organizing skills, this skill applies to every other field as well.