**\*\* Career Plans towards the end of the document \*\***

**Food for thought!**

**Ideal Jobs - A2**

Ideal jobs for the members of XVI contain many similarities. Corbin aims to pursue a career as a System Manager, Connor and Natalie are prospecting careers in game development, and Oliver and Vanessa both seek to be Software Engineers.

The common thread between these jobs is engineering… Corbin's job as a System Manager would see him presiding over a group of System Engineers. System Engineers oversee a wide range of tasks and are usually involved in a project from start to finish. They focus on keeping a project running by monitoring software, hardware, and security systems to ensure they are up to date and running smoothly. Software Engineers, however, prioritize the development of software such as games, network control systems, operating systems, and more to facilitate the needs of the project.

One of the jobs that stands somewhat alone compared to the rest is Game UI Programmer as it incorporates design alongside code, but doesn’t hold the same emphasis on the running of the core game like Connor’s choice of Multiplayer Game Engineer.  Game UI Programmers are more involved in the front-end development of the game, focusing on the end-user experience by creating a design that is intuitive and easy to navigate. Gameplay Engineers control the back end of the game, making sure it runs the way it was intended. These two jobs would work rather closely with each other to reach final objectives.

**Ideal Job Reflection - A2**

**Connor**: Looking at the Burning Glass Technologies data, I conclude that a multiplayer gameplay engineer would fit somewhere between a Software Engineer and a Network Engineer. With Software Engineer being at the top of the occupation list and 11th on the titles list, and Network Engineer being 15th and 9th respectively, I believe that this job is still ideal to me to achieve as both fields seem highly sort after. I will of course need a lot of experience in both fields and the technologies that they use, but the skills that I learn between both fields will be applicable to either side.

**Corbin**: Through review of the Burning Glass Technologies data, it reaffirms my confidence in becoming a Systems Manager, albeit the nature of the system is now quite different, and I have a better understanding of what is required to get there. Originally, I focused on becoming a System’s Engineer and, through experience and merit, a Systems Manager. The Burning Glass data shows a reasonable requirement for System’s Engineer’s and Software Engineers in the industry which highlight the potential to move into a position with relative ease, as opposed to other jobs. Also, after doing research by proxy on the current nature of “system’s” I would like to move into a cloud-like system rather than a local one used by a company; like a data warehouse or a company that offers PaaS software.

**Natalie**: After analysing the Burning Glass Technologies data, it is clear to me that the job of a UI Game Programmer is quite a niche title in the IT world. UX designer (user experience) is the only similar alternative, and is ranked in the bottom five job titles. This has made me evaluate what draws me to the job in order to branch out into other titles. One of the key things that attracts me to it is design, and seeing that graphic design and creativity are still highly sought-after skills, I think I would there would be opportunities in other fields that combine design and code skills.

**Oliver**: My ideal job has not changed after reading the Burning Glass Technologies data. My goal is to be a Game Developer/Software Engineer. After seeing the data I have noticed that a lot of the higher up skill sets are related to skills I believe a software engineer should have and a skills that employers are looking for, leading me to believe following my career choice could create amazing opportunities in the future. Therefore, I am not changing my ideal job and do not believe it is changing any time soon.

**Vanessa**: Upon review of the Burning Glass Technologies data and seeing that Software Engineers are ranked 11th for top titles reassures me that my career path is one that is needed as it sits close to the top 10. Software Engineers must be effective communicators as well as being highly organized. I believe that my current soft skills align with my choice in career however, my hard skills are currently lacking and require a lot of learning and further development.

**\*\* Career plans next page \*\***

***Career Plans***

*Compare and contrast the career plans, including ideal jobs, for each person in the group. This may have changed due to feedback from Assignments 1 and 2. What common elements are there, if any? What differentiates each position from the others, if anything? How similar or different are your career plans across the group? This is new for this assignment.*

**Connor -**

Over the course of this unit I have learnt a great deal of information about IT, and I have really enjoyed the process of coding my own website for the first assignment, as well as connecting with like-minded people in our field of study. My end goal for my job hasn’t changed, as I would still really enjoy being a multiplayer gameplay engineer, as games have been a passion of mine since I was very young. Moving to a rural area 2 years ago, and not having access to high speed internet has really driven my passion to try to figure out the netcode of games and ways to improve upon this, for those that don’t have access to fast internet. There are an endless amount of possibilities for job opportunities, and I’m sure over the course of my study I may change my plan, as new interesting technologies are released, but as of now I’d love to purse being a game engineer.

My goal is to finish my university degree within the next 3 years, and then start working for an indie game development studio, with working with one of the big guys like Valve being my end goal. I’m prepared to work my way up from small places in the companies, to build my portfolio and be able to tackle bigger projects. I understand that it will take me years to develop my skills before I am able to work with the big game development companies, but I am confident in my ability to do this.

**Corbin –**

In the past few weeks, and through a large amount of additional research, I have come to realise that the scope of my initial career plan is a lot larger than the steps that make up its parts. Such a position requires earning merit through years of experience in previous, relevant, positions, a thorough idea of the entire field and an understanding of the dynamics of a workplace.

I believe it is more important to focus on every step of the ladder rather than just the top and if every step is sound, you will eventually make it there safely. I also believe that it remains important to be able to move the ladder when necessary. For example, if I were to choose to pursue employment entirely devoted to the installation and maintenance of local, cloud and database network solutions but my interests suddenly changed, which they already have dramatically, then I would only have specialised skills in one field.

I now see the importance of variety in experience and my previous beliefs in-regards-to employment have changed. If I were to get a job directly out of education, I would aim for either generic programming or AI programming as a software developer, software analyst or engineer. After a few years of refining my programming and software related skills, I would also like to work with databases or big data as either a developer or administrator. During schooling though, I have considered learning how to and offering to create web apps for people, mostly for experience, but I will refine my ability to do that and hopefully open doorways, maybe.

It appears that, in the world of tech, the career possibilities are ostensibly endless and one new path, or learned piece of knowledge, can change that trajectory in a moment. That is why I can see that fundamental and mutable skills are more important in the long term and my current idea of future employment is very different from where it began.

**Natalie –**

Originally, I had chosen game UI designer as my ideal job. However, over the past 10 weeks I’ve had a change of mind. Although I would love to be apart of the game industry as video games are a big part of my life.

Through the Intro to IT course, I have made three websites, and I have enjoyed the process. I also made and designed our group’s logo, app assets and the app logo.   
In the past, I’ve edited HTML themes for sites like MySpace and later Tumblr. I always liked making changes to suit my style. This, along with research and the Burning Glass data from A2 made me realise I would really enjoy being a web developer and graphic designer.

Completing the Bachelor of Information Technology at RMIT is my number one aim at the moment. While completing my Bachelor, I am aiming to build up a portfolio of web design and development. Following my studies, I hope to work remotely, freelancing web development and design. I see this as more of a possibility rather than working for a company as the ‘gig economy’ is massive in the field of design.

**Oliver -**

I have always wanted to be a Game Developer/Software Engineer. However, after working on projects for the past few weeks, I have decided that maybe the professional scene is not for me right now. As I am currently only 16, I still have not completely decided what I want to do. Video games have always been around me ever since I can remember, but even now I find myself playing games less and less to spend time doing other things.

Throughout completing the Intro to IT course, I have seen more of the work that is required to create a successful career in IT. I have created many small games over the past few years and have enjoyed it, but I liked the entertainment I had while working on them together with friends as we tried to make them as weird or crazy as possible, not following a deadline, set plan or any plans of releasing the games to the public.

I believe I would enjoy doing things such as Game Development as a hobby or more as a side job. A lot of people have interest in how games are made, and some content creators can capture the fun parts and make it entertain to their audience. I have always wanted to create content on platforms such as YouTube and I may find myself creating content on Game Development.

For now, I am going to complete this course and the traineeship for a certificate in business I am completing at work. I have been guaranteed a job once I turn 18 and will take that and decide whether I want to return to studies.

**Vanessa –** Becoming a software engineer will require years of study, I will need to complete a Bachelor of Information Technology, as well as a Graduate Certificate in Computer Science. It’s possible that I will consider getting a Masters in Computer Science also.

Throughout my time studying, I hope to gain first hand work experience/learning from my employer with the transition into an IT specific role that will enable to me to learn on the job and leverage of my new-found knowledge. This will rule out the need of internship.

I will start my career path as a Software Engineer, building quality software, launch and debug applications whilst having learnt various programming languages, operating systems, algorithms and databases. After a few years’ experience, I would likely look to transition into a Senior Software Engineer role where I would continue to build software and coach other engineers/developers. I would see to have basic architecture skills and advanced code design skills. From there I would aim to gain a promotion as Tech Lead where I would oversee a team and be responsible for the planning, execution and success of the software solution. I would require advanced architecture and system design skills and project management ability.

Having been successful as Tech Lead, I would look to move into an Engineering Management role where I would look to build processes for teams, champion product thinking and provide technical leadership. After approx. 12-18 years’ experience, I may look to get a role as the CTO where I would oversee the organisation’s technical needs and R&D.

**Career Plans –**

Throughout the process of completing both A1 and A2, we have been given the chance to put more research into the ideal jobs of each group member, and how they are seen by demand form employers, and what required skills are ranked by demand from employers. This allows us to see how our ideal jobs are ranked in the view of employers and can help us adjust our ideal jobs if needed.

Team XVI (Group 16) members have all had this chance to review their career plans over the past few weeks, allowing time to re-think any potential issues they may find with there ideal jobs and plans.

Software Engineer was chosen as an ideal job both by members Vanessa and Oliver. The Burning Glass Technologies data provided in A2 had every team member looking at how their job was ranked by employers. Software Engineer was in a reliable position at 11th most demanded job by employers. Along with the skillset required for a software engineer, it is easily seen how a successful career could me found by looking to become a software engineer. Both Vanessa and Oliver have decided to continue into the Software Engineering pathway.

Systems Manager is a position that can take many years of hard work and experience to get. Corbin has realized this after completing A1 and A2 and has thought hard about changing his career plans accordingly. Still wanting to work with databases or big data as a developer or administrator, he has divided his career plan into steps to make it look and be more achievable. After already noticing a slight change of interest in databases, he sees the importance of variety and had decided to potentially pursue more generic programming or development related job titles. This allows him to pursue a career in technology and have a variety of experience instead of only working with databases and he was to lose interest.

Natalie’s career path has differed the most from the original. Originally wanting to work in the game industry as a UI Designers, after completing A1 and A2 and working on multiple websites and logo designs, Natalie has found an interest in web development and graphic design. This has changed her original plans of working as a UI Game Designer and has shifted her interest into freelance web development and design as a possibility rather than working for a company.

After studying the Burning Glass Technologies data provided in A2, Connor who aspired to be a multiplayer gameplay engineer has found two job titles that fit similarly into the category. Connor has noticed they both are ranked high and have similar skill sets, thus reassuring him that multiplayer gameplay engineer is still his ideal job.

Majority of Team XVI members are completing Intro to IT and Intro to Programming to then start a Bachelor of IT. This is a major part of every members career plan as a Bachelor of IT can help find employment in the IT Industry early on, which can provide years of experience opening group members to more career opportunities.

The career plans vary across the group, but most start with completing the Bachelor of IT. Some want to continue their careers and try go freelance while others are looking into going directly into work at major companies. Every group member has had there career plans affected by studying the Into to IT course, but this allows them to find what they really want to do and help layout a career plan to most effectively get them to their ideal jobs.