



# Nelson Kun

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## ABOUT ME

I'm an enthusiastic and positive individual that strives to do right by other people and also expect the same in return. I enjoy some sports, my hobbies range from playing golf to spending a good hour (or 12) playing Playstation. I've spent the pandemic learning to broaden my culinary skills, developing my digital skills and learn new things.

I was born in Melbourne with my background stemming to my paternal grandparents migrating from Europe during the Second World War and my maternal Grandparents were third generation Australians who descended from migrants from England.

One of my favourite places on this planet are the tropical getaways found in Thailand and Bali followed by the place I grew up that I will always call home - the Gold Coast. I am also currently halfway through a Bachelor of Business that is undertaken through Griffith University in Queensland.



Playing golf in Bali in 2019.

## INTEREST IN I.T.

My interest in IT began from the young age of eight or nine years of age, where I took computer classes as an elective and learned the basics, such as Microsoft Office and also participated in the Lego robotics workshops that were held after school some weeks. As years went by and I entered my teenage years I was interested in the world of modding computer games, such as modding new units in Age of Empire II and Star Wars Galactic Battlegrounds, two real time strategy games I spent countless hours on playing and making my own campaigns and maps. The inner workings of the game really intrigued to modifying content to match up things I envision and helped a few Pokemon fan-game projects during high school with graphics and design elements for a team building experience.

I remember picking up my first video game, called Wonder Boy on the Sega Master System when I was around three years old and exclaiming to my parents "sunshine in the trees!" whenever my character died, it was amusing at the time and essentially induced me to enjoy gaming as a hobby as I got a little bit older. I remember when we got our very first video game console, the Super Nintendo Yoshi's Island console bundle for Christmas in 1995 and I knew it was going to change my life forever. I remember gathering around with my mum, dad and younger sister and taking turns playing the first level and being defeated by Shy Guys and the Pirahna Plants and getting to a dead end. Everyone was perplexed as to where to go and we decided to put the game down for a break as we had Christmas lunch to go to. I remember turning the game back on when we got home and I figured out to throw one of Yoshi's eggs at the question mark clouds and I was treated as if I discovered time travel! This memory is one that will always return me back to that moment and where my real interest in IT began from - the solving of problems.

I chose to study at RMIT as it has the reputation of being a premium tertiary educator, and with the way the World has evolved and is still evolving in the digital space, I feel it not optional but a necessity to be equipped With knowledge and understandings and further education in these industries. I anticipate to complete my Two units of study (Introduction to IT and Introduction to Programming) to gain entry into a Bachelor of Information Technology.

My expectation from studying these units is to form a foundation of knowledge that is necessary to proceed Further in these areas of studying and really get a feel for an area that piques my interest. I enjoy working On my computer and find the ease of being remote practical and efficient that marches my work ethic. I Also expect to learn a lot of what I don't know when it comes to information technology.

# IDEAL JOB

A role with a game development firm is a career I would be aspiring to. Upon researching roles I came across a senior Unity 3D developer for Block Ape Scissors located in Brisbane, albeit a remote role. The role itself is related to game development in the blockchain landscape which is also an area of interest of mine. My understanding of the work to be performed in the role is to have the capability to contribute to the development of a digital 3D space for their game 'Block Ape Scissors' which is a stylised 'rock, paper and scissors game' that interacts with blockchain assets and landscapes, with programming these to intertwine together and as suspected be part of a "metaverse", which Block Ape Scissors has called the "Earniverse".

## THE ROLE Mid - Senior, Unity 3D Developer



<https://www.seek.com.au/job/56322419?type=promoted#sol=7de3bdad065774d68a489d65c160b6ef05201d6e>

Brisbane • CBD & Inner Suburbs  
Information & Communication Technology •  
Developers/Programmers  
Full time

Become a part of an experienced group of game developers who are building fun and engaging video games within the crypto blockchain space.

The ideal candidate will be someone who is self-motivated and can work effectively in a remote environment. They will have plenty of hands-on experience with unity 3D and is happy to work collaboratively.

### Required skills and experience:

- 2 shipped game titles
- 3 years minimum full-time Unity experience
- Adept in C# 8.0+ with knowledge of object-oriented system design/generics
- Networked game experience / Photon Server / Mirror / Fish Net / uNet / similar
- Thorough practical knowledge of 3D math/vector math/gaming systems
- Comfortable with low-level systems, including REST API integration / JSON
- Experience with UI development and maintenance (uGUI)
- Strong communication skills
- Team player

### Additional desirable skills:

- Knowledge of cryptocurrencies / tokens / NFTs
- Shader authoring (shader lab)
- Web development skills
- MongoDB

Job ad for Senior Unity 3D Developer, Source: Seek.com.au

## WHY, WHAT AND HOW

The role is appealing to me or something similar as I find the environment of blockchain technology to revolutionise the way people will engage with one another. Unfortunately there is a negative connotation with cryptocurrency and NFT's as the monetary values are more desired with ignoring the benefits that are possible to be achieved, for example Loopring.org's Layer 2 zk parking allowing minimal Ethereum gas fees and how that technology can revolutionise and create a seamless experience on a NFT marketplace. The fact that a play-to-earn game is striving for utmost quality finishes and being located on Australian soil makes the endeavour more ideal, turning a simple game concept that even mainstream RPG's emulate in a way, such as Pokemon's Grass/Fire/Water beginning choice for an example.

The necessary experience required would be to have employment with another game studio, to prove employee viability. The benefit with this pre-requisite is that it is relatively simple to be able to design a game and have it developed for release on Steam. The extensive list of requirements in knowledge in C#, FishNet and JSON for example highlights further education in this area of study is required, as well as full time experience with Unity. In addition to the knowledge more desirably chased by the employer is key understanding in how blockchain technologies work and web development shows there is an extensive list of requirements and employment in this industry to build a portfolio around to even be considered as an applicant.

With limited experience with Unity, I have developed personal skills acquired with using Blender which would be easily transferable.

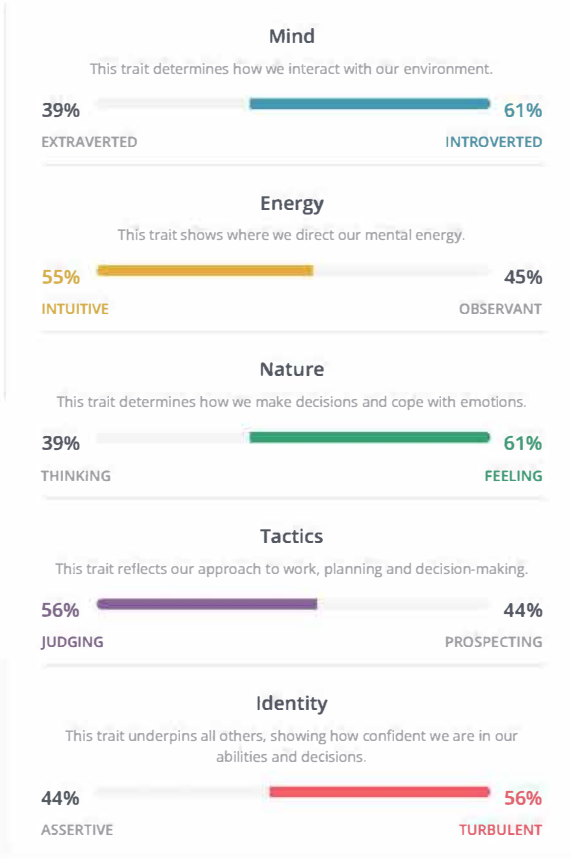
The best pathway to ensure success in obtaining a role such as this is to develop more understanding and education relevant to game development and further refine employability in this area of field. Beginning roles to garner experience would be beneficial as well as working for experience at some organisations to gain a working record in this industry.

# MYERS BRIGGS TEST

Your personality type is:

# Advocate

INFJ-T



# HOW-TO-STUDY.COM LEARNING STYLE

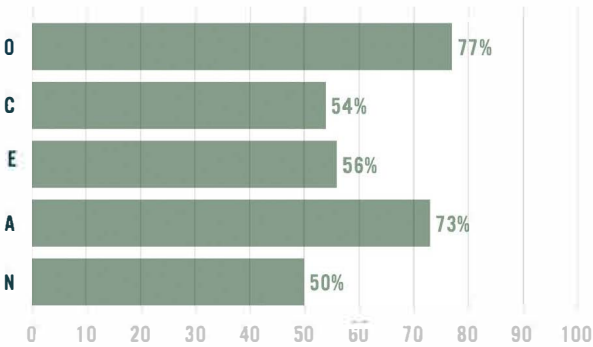
Your responses indicate that your preferred learning style is

**Tactile/Kinesthetic**

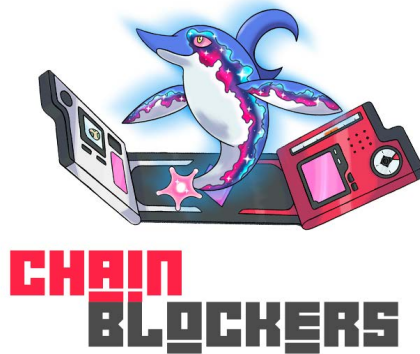
# TRUITY'S THE BIG 5 PERSONALITY TEST

## Your Personality Trait Scores

This Big Five assessment measures your scores on five major dimensions of personality: Openness, Conscientiousness, Extraversion, Agreeableness, and Neuroticism (sometimes abbreviated OCEAN). Check out your scores on each of the five dimensions in the graph below, then read on to discover what each score means.



Based on these tests, the observation made is that I am someone that is generally hands on, open to ideas and expresses contribution. I feel these assessments define my character very well that I'm relatively well balanced, as evidenced in the Myer Briggs test.



The project, that will be discussed is called Chainblockers and is one that has been under a thought and design concept for almost ten years. The project would be designed as an app that is downloaded onto a smartphone device, tablet, home computer or laptop and gave the user a sense of being on an adventure. The user would use their app to navigate their “surroundings” that would appear on their phone – but not actually be there in the physical world. Sound familiar? The utility of Pokemon Go being realised in the real world and proved that the demand for collecting digital creatures was still of interest (A. Hern, 2016), although when it was released – in my opinion it was incredibly basic and in comparison to my project idea – inferior.

The motivation behind the project is that it is deeply personal, as a concept that has been thought of and utilising many designs I have come up with over the years and being able to share with an online community where they can obtain them, buy them from others, trade with others and accumulate their own catalogue where they interact with a digital landscape designed by a single artist and maintained and voted on the way the project moves forward with community input, it would be a sense of shared ownership that is mutually supported by creator and supporters alike, as stakeholders would feel towards any business (H, Miller, 2022).

A user would install the app from the relevant operating system’s app store, which the user would be directed to if they visited the project’s website download page and they would create their profile by customising their avatar how they want to appear to other users of the app. They would be given a number of tokens that would be used as the in-game currency to purchase new items or monsters and to engage in the app’s marketplace. The amount of tokens the user receives would act as a welcome gift to introduce them in a seamless way to become familiar with the use of these tokens – but not necessary to still enjoy the platform.

The user would be able to interact with waypoints that appear on their smart device or computer and carry out tasks that correlate with those waypoints – for example: taking photos of three different plants and sharing those photos in the app’s community section that would be for art. The community would be able to vote on the way the photo has been taken and if they’re lucky they would be able to unearth a digital monster that has been lurking in the very spot where those photos have been taken. In a sense it would sound familiar to how Pokemon Go would work but the layered interactivity and real community engagement would be something that is more in depth offered by Niantic. The monsters that inhabit the digital world would not necessarily be captured by tagged – as a marine biologist would tag a great white shark. The idea was that the community of users would interact with a world they cannot see but they can interact with using their device and being able to tailor their experience that would be so uniquely theirs.

The utility of the app would be to provide entertainment to its users, but also educate those that are not familiar with their surroundings – for example: taking a photo of a mushroom in the wild. For the odd 1% of people, they would view it as a delicacy – the app would save their stomach from the ill waiting pain or even their life by displaying a warning message for them not to eat that mushroom! I envisaged the use of the app to be incredibly versatile, being informative and entertaining.

Tools and Technologies (100) words) - Describe the software, hardware and/or other equipment needed. Include any relevant open source tools as appropriate.

In order to make the app an actuality, the game would require access to Google maps, which can be done through the Maps SDK for Android. For the design of the user interface, this process can be done through applications such as Adobe Photoshop or Illustrator with 3D level design to be carried out through 3D modelling software such as Blender and integrating these models into Unity. The next stage would be writing a smart contract for the token to be implemented into the app, which would preferably be done on Ethereum and making use of Loopring’s Layer 2 zk on-ramp off-ramp technology to minimise gas fees.

The skills required for this project is to have a co-ordinated team that can work cohesively in a remote setting. This team would require positions that detail the programming component to ensure the user interface is seamless as envisaged as well as for the token development and blockchain integration, as well as the visual and audio component to bring the project to life, using the skills of a 3D modelling team, artists and sound designers.

The desired outcome for this project is to bring a positive sense to the world of blockchain games – as so many are geared towards playing to earn. Where Chainblockers exists to have a component for play to earn, which would work as any competitions would have, that would not be the primary goal. Its primary goal is up to the users to decide, whether to make a friend, improve their photography skills, take up more exercise, the potential this app would bring would be more than has been realised and beyond an empty outcome driven by the dollar that so many companies try to do.

Hern, A. (2016) “Pokémon Go becomes global craze as game overtakes Twitter for US users.” *The Guardian* 13 July 2016 last accessed on 19 March 2022. <https://www.theguardian.com/technology/2016/jul/12/pokemon-go-becomes-global-phenomenon-as-number-of-us-users-overtakes-twitter>

Miller, H. (2022) “Bored Ape’s New ApeCoin Puts NFTs’ Power Problem on Display.” *Bloomberg* 20 March 2020 last accessed on 20 March 2022. <https://www.bloomberg.com/news/articles/2022-03-19/nft-bored-ape-yacht-club-s-apecoin-benefits-backers-like-andreessen-horowitz>