

Achieving Your Career Goals

This assignment is designed to help you outline the goals, steps, and resources you need in order to achieve your dream job after you graduate from DigiPen.

Search in Handshake or online for a potential dream job or internship.

If you don't find a position you're interested in the Jobs section of Handshake, you may use Indeed, LinkedIn Jobs, websites of a specific company, etc. Do not worry about being qualified for the position now, only focus on a job you would be interested in for the future.

Handshake: www.digipen.edu/careercenter

What is the position title of the dream job or internship you found?

Destiny Weapons Designer (Associate to Mid)

Who is the employer/company?

Bungie

What are 3 technical skills, tools, or soft skills listed in the job description that you would need to know/have experience in to be qualified for this position?

Remember: "soft skills" are non-technical skills that relate to how you work.

Example: C++, Unreal Engine, strong communication skills, etc.

1. Experience designing game feel systems
2. Social intelligence
3. Understanding of animation principles

Write down 3 goals you can obtain by the end of the semester to help get you closer to your dream job or career goals.

Example: Work on my overall knowledge of Maya.

1. Develop a small game with an elaborate game feel system to gain a better understanding of game feel systems.
2. Pass my classes this semester to look like a better candidate

3. Collaborate with someone on a group project to gain better social intelligence in a group setting.

Which 3 individuals or groups would be your support network when attaining these goals?

For each of your identified support network, what are your plans to get started with contacting them?

Example: Career Services, my GAM100 TA, my roommate, etc.

1. Career services
2. My online game design group that can help debug and playtest projects
3. SSA to help me pass my classes