**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](http://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

1. Social intelligence
2. 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.

1. Pass my classes this semester to look like a better candidate

1. 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

1. SSA to help me pass my classes