

# Career Plan

## Where do I want to go after Graduation?

I would like to have a job either in 2 positions, first where I can use the years of programming I have learned so that I know that these years spend learning all the different things in university such as Java, SQL, etc. In this job, I really hope to learn even more and build on my current skills such as learning other languages, new techniques or different way of doing things using languages that I already know, like a Software Developer for a software development company or a company that builds software solutions for clients.

The other type of job is in Game Development, I find that Game Development, while very long, is fun because its not all code, there's game level design, modelling, animation, hardware optimisation and other things. I would like to be part of a Game Development company and build video games, as a avid gamer as well I think it would be very interesting.

## What will I do this academic year to get there?

Firstly, I will have to make sure that my CV is up to par and ready. I will ask the Career Development service help with this part. I will have to also look at all the different types of vacancies and graduate schemes there are for these types of jobs and apply for them. I will have to practice isometric tests as I tend not to be very got at them, in preparation for the application process.

## How does my project contribute to my career?

In a fairly large way actually, firstly it was the push I needed to get me out of my comfort zone and try something completely out of the blue and get a taste of game development. It forced be to learn about Unity, how to use it as well as gain experience with it. This is helpful as unity is one of the top Game Development Engines in the Game Development world, along the way I can try different one like Unreal Engine 4. Next it made me try another high-level language such as C#, which is the 2<sup>nd</sup> most popular game development language other than C++ (which I am also learning). I also got a taste and experience with other things such as 3D Modelling and Game World Design, which before the project, would never have touched. It also will improve my programming skills as there are some fairly complex things in the project that I will have to tackle. Finally, the project is my first game and can go towards my portfolio as something that I created.