

## OUTPUT

# Career Overview & Objectives – Shaumadeep Jana

Purpose: define target roles, industries, and measurable outcomes |

## Defining Career Goals: 0-7 Years

Short-, Mid-, and Long-Term Role Targets with measurable milestones

\* 0-12 months

### **Short-term: Entry / Promotion**

Secure entry or promotion; focus on internships and certifications.

\* 1-3 years

### **Mid-term: Domain Expertise**

Build expertise; target senior associate or specialist roles

\* 3-7 years

### **Long-term: Leadership**

Aim for manager/technical lead or principal engineer; broaden cross-functional influence

## Skills & Achievements vs Target Role: Requirement → Candidate Fit

Side-by-side mapping of role needs, candidate strengths, and a 12-month gap plan

### Role Requirements

- Core technical skills: software engineering, embedded systems
- Domain experience: IT & Telecom, automotive, healthcare
- Soft skills: teamwork, project management, communication
- Outcomes: product releases, reduced time-to-market, validated designs

Vs

### Candidate Skills & Achievements

- Technical: completed software product projects and simulations
- Industry fit: internship/co-op experience improves employability (multiple studies)
- Soft skills: led team projects; used job sheets and K3 safety practices in internships
- Impact: faster workforce transition; internships correlate with higher entry pay

## Portfolio Highlights & Real-World Impact

Three select projects with concise Problem → Approach → Impact metrics



### 1 Project A – Product Feature Delivery

- Problem: Reduce load time for feature module
- Approach: Refactor code, add caching, unit tests
- Impact: 40% load-time reduction; deployed to staging



### 2 Project B – Internship Industry Task

- Problem: Follow shop-floor work instructions (K3 compliant)
- Approach: Applied job sheets, safety protocols, supervised completion
- Impact: Improved task completion autonomy; positive supervisor feedback



### 3 Project C – Prototype or Case Study

- Problem: Prototype validation for product idea
- Approach: Rapid prototyping, user testing, iterative refinement
- Impact: Usability score improved; informed roadmap priorities



## Using Motion to Guide Attention

When to animate, what to animate, and how much motion keeps focus on career milestones



### When to animate

Reveal sequence for stepwise reasoning and timelines to present 1-2 facts at a time



### What to animate

Entrance for headings, emphasize KPIs, animate charts on demand for clarity



### How much

Minimal motion: single-direction fades or slides; durations 300–600ms



### Accessibility

Avoid auto-play; ensure content remains readable and understandable without motion

## Before and After: Clarity Boost with Motion & Layout

Direct comparison showing how sequencing and animation improve attention and KPI visibility

### Before – Cluttered Static Slide

- Long bullet lists, no sequencing, audience overload
- Hard to track KPIs or process steps

### After – Guided Animated Layout

- Progressive reveal, animated timeline, highlighted KPI blocks
- Audience attention directed; retention and comprehension improved

## Action Plan: Roadmap to Finalize Your Career Story

Four-week, measurable steps to prepare an interview-ready portfolio and rehearse delivery

