

Professional Development Plan

Goal What is it that you want to develop or achieve? (e.g. skills development/ career development/ future plans)	Specific • State <i>exactly</i> what you think you need to do in order to achieve your goal (e.g. coaching / mentoring / shadowing /reading / training / research /conferences /supervisor support)	Measurable • How will you know you have achieved your goal? (e.g. achieved goal / speak knowledgeably about subject / mastered new technology/feel more confident/received good feedback)	Achievable & Realistic • You have the resources, time, opportunity and support to succeed • Goals can be challenging but must be achievable and relevant to your role	Time bound • With a clear end date or timescale • Use realistic deadlines, to allow time for progress to have been made
Short term				
Complete my Degree	Studying / Working	Degree Diploma achieved.	I have the time and the resources	September 2019
Release my first Game	Creating a dev team / game plan / game story / creating the game	Game is released	I have the willing and the ideas	July 2019
Medium term				
Working for a big studio	Gain gamedev skills	Working in a AAA studio	I will have to work hard	December 2019
Working in RockSteady Studios	Gain real experience in gamedev.	Working for RockSteady Studios	I will have to work harder	July 2020
Long-term				
Create my first AAA	Create an original game and charismatic characters	Game has a big success	All my previous experience lead to this moment	2022
Create my own video-game SAGA	Tethered to the last goal, if my game has a big success I will make it a saga.	Saga is loved by the players	This moment will the start of my real goal.	2025

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