

When and how did you decide to specialize?

When I was deciding where to specialise, I really took the time to think to myself, "What's the one thing I never get tired of, no matter how much I work at it or interact with it?" The answer for me was storytelling and creating experiences. I decided to specialise in VR, and this really has been my focus for the last several years, because it actually felt like it unlocked all of the things that I wanted to do as a director for a long time.

Your mind remembers experiences that are in virtual reality more as a memory, so you have a higher retention rate, and we really wanted to capitalise on virtual reality as a medium for learning. So I decided to specialise in machine learning and analytics, I really just fell in love working with data all the time and now I'm working on using deep learning and deep reinforcement learning to help all our studios solve a lot of game behaviour and testing problems.

When I decided to specialise in AC was when I studied architecture and construction. This led down the path of wanting to use Unity and real-time engine in my work. I decided to specialise in Unity and focus my teaching efforts on that when I was starting to gain a lot of traction on YouTube from putting education videos out on there, and students wanted to learn more and more, and they also wanted to learn in a whole bunch of different areas, multi-disciplinary.

Near the end of my college education, I sat down with the professor and I started learning about how computers work to give me the information I needed to be an expert in getting you performance for your program.