

# Did your career/journey take any surprising turns?

There was nothing but surprising turns, like all the time. I went on from my first job at Google working at developer relations, building this community of developers, and then moving on, going to startups, creating my own startup and then again going back to school to get a Master's degree. And after all that was done, I again went out and created my own robotics startup and now I'm here at Unity working on media and entertainment, so it's nothing but surprises.

I was teaching a class to teach women in Brighton to make games using Unity. I really enjoyed sharing what I knew about Unity and getting other people involved in making games, and that was when I saw that Unity were advertising for somebody to write tutorials for them and to create demo content to help people to learn Unity, so on a bit of a whim, really, I applied for that job and four years later I'm still at Unity and still helping people learn to make games.

Throughout my career I would say I've had several surprising turns. I started off as an engineer, went into metals trading, came back working in data science, then I went in to management consulting, then I went into product management, and now I'm here at a game company working on AI to solve very, very difficult problems in the gaming industry. So if you had asked me five years ago would I predict where I am today, I would absolutely be completely off. So for me, the surprising and the twists and turns of the career have been really the exciting parts.

I found Unity in my day job when I was doing architectural blueprints. It wasn't until I saw other people that I knew used the game engine Unity for their games that I said, "Maybe I can make a game like this". And I made my own story, and then I had my wife do the voice acting, and I was able to finish this game in 18 months, and it was a game that changed my life. I was able to release it on all consoles and able to have a physical release on PlayStation 4, and it was that income that allowed me to quit my job at The Void, so now I'm a full-time indie developer, which still blows my mind when I think about it.

Now that I've been doing this for a while, to be able to look back at that catalogue games now released on consoles and VR, I never thought I'd be there when I started this a few years ago. I'm still in shock that I've done this. It's a crazy journey, and I couldn't have done it if I hadn't started using Unity all those years ago.