Professional Development Plan   Name: Abbey Carter   Student Number: 94509

Goal What is it that you want to develop or achieve? (e.g. skills development/ career development/ future plans)	What do you want to do? **My research** (RDF A. knowledge & intellectual abilities: critical thinking, research methods, problem solving, developing an argument) **My professional development** (RDF B. Personal Effectiveness: career planning, networking) **My responsibilities:** (RDF C. Research governance and organisation: ethics, integrity, project management) **Communication of my research:** (RDF D. Engagement, influence and impact: dissemination of research, publication, leadership, knowledge transfer, teaching, pedagogy, mentoring)	**S**pecific • State *exactly* what you think you need to do in order to achieve your goal (e.g. coaching / mentoring / shadowing /reading / training / research /conferences /supervisor support)	**M**easurable • 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)	**A**chievable & **R**ealistic • You have the resources, time, opportunity and support to succeed • Goals can be challenging but must be achievable and relevant to your role	**T**ime bound • With a clear end date or timescale • Use realistic deadlines, to allow time for progress to have been made
Short term					
get a weekend job so I would be able to buy better equipment and software to create the work needed to gain a placement in a tattoo studio as an apprentice or within an indie company.	Have a weekend job within any business however preferably within the games or tattooing industry. This will help me not only financially but also within progressing my skills as a person. Examples of this being how to interact with customers and adapt to their different ideas and designs on what they would like.	CV review, filter out portfolio and expand and develop on more digital work as well as tattoo designs. Get to know different people within the industries and examine the style they use within their own work.	I will know I have achieved this goal through having a steady income of finance where I can freely buy the supplies and software's needed to create a more professional portfolio.	This goal is highly achievable and is more orientated around pushing myself to gain any income of money to improve my artistic identity.	This goal could probably be achieved within the period of a year from now.
Study in to the requirements for larger	Research in to the different methods used again the styles, artists', and industries to gain a	For me to achieve this goal I believe I would have to use both online	I know I would have achieve this goal via the quality of work being	I would also say this goal is highly achievable with having	This could be achieved also within a year

companies that I would like to work for. This would be within the long-term goals.	vast knowledge of work I need to create to have a successful portfolio demonstrating the skills and work that I can create.	research but also personal face to face research. Interacting with artists' already within the creative industry and gaining their feedback on how I could improve.	produced as well as the new use of methods and styles demonstrated throughout my portfolio.	to go out in to the industry and make connections and possible future clients.	extending on further to gain more knowledge.
Create concept art and speed drawings on YouTube to get my identity out there.	Using YouTube as a video sharing platform I will be creating speed drawing videos of any digital or concept pieces I am creating in doing so I would hopefully be gaining a name and image for myself within the art industry more so gaming.	For this I will have to have a suitable computer or laptop capable of running a digital recording software alongside photoshop or any other digital drawing programme being used.	I know I would have achieved this goal when I am gaining views and commissions from viewers and clients. Also, the number of subscribers is a factor I would take into consideration.	This goal is achievable and dependant on how many people enjoy the work I create and enjoy watching this work being created.	This goal can be achieved from now onwards without a set time as again it is dependent on the viewers of the videos and if they enjoy the content.
Medium term					
To work both freelance and within indie studios creating a larger portfolio and a name for myself within the industry.	For this previous steps taken within the short-term goals would have had to been successful. Again, when working in indie studios I would still be creating the speed drawings and researching in to making a more professional portfolio for myself.	For me to achieve this goal my portfolio must be up to high standards. Also, having business cards and more social media coverage would help in gaining more clients.	I would have achieved this goal when the amount of work I am being asked to produce is high alongside the type of content such as character or environment modelling for an indie developer.	This goal is achievable but as previously mentioned it is mainly dependant on how the short-term goals turn out.	This goal could be achieved within the next two or three years.

Similar methods will be needed to become a tattoo artist however, during this time would be appropriate to have gained placement as an apprentice in a studio.	To have gained placement within a studio is a key factor that will be needed when working within tattooing aside from the quality and level or my portfolio expanding this to showing I can use a tattoo machine and sterilise a work space and equipment accordingly.	To gain this goal and be working within a studio I again would have to made a name for myself within the industry as well as a substantial amount of knowledge of hygiene and methods used.	I know that I would have achieved this goal when I have a placement or offer to study as an apprentice within a studio.	This goal is somewhat achievable depending on the level of work being created and how many people I have gained as clients or interested within the work I am producing.	This goal could take from 2 year onwards.
Continue to improve on Concept artwork and study more in to 3d concepts.	I will be continuing to produce work and record the progress of this. Expanding more on to 3d modelling rather than just 2d concept paintings.	To achieve this I would have to have pre-existing knowledge on 3d modelling such as the basics. Also, expand on the tools and techniques used possibly using more matte painting techniques.	I know I would have achieved this goal when I have gained an official placement in a well renowned studio.	Again, this goal is possibly achievable and highly depending on the level or work I am producing.	This would take up to 2 years possibly more again.
Long-term					
constantly working to gain a bigger portfolio and name for myself within both the tattooing industry and game industry.	Producing consistent high quality work under high demand of clients.	To achieve this I would have had to work on expanding my portfolio and the work being created within. This is a step I would have to repeat throughout all stages of a career.	I know I would have achieved this goal when triple A companies are considering my work as well as being considered for full time positions.	This goal is somewhat achievable however would take a considerable amount of time,	This would take up to 7 years increasingly more dependent on the level of work being produced.

Within this time working towards larger companies would be desirable also moving to a country where studios for both industries are vaster and in demand.	As mentioned before I would be increasing my portfolio and online networking. Also, gaining more of a client base from the studio I would be placed in.	For this goal, I would have to research in to more advanced techniques and materials. Alongside expanding on my skills and professionality.	I know I would have achieved this via the online following I have gained as well as the artistic identity of my work being known throughout a range of places.	This goal is achievable but after a length of time.	This could take from 10 to 20 years.
During this time, I would be hopeful to work for large companies such as Bethesda or Ubisoft.	Working for large triple A companies primarily Bethesda or Ubisoft as these are the companies that have influenced me the most throughout the gaming industry.	To gain this level or work and positions I would have had to had a previously large name for myself as well as a high standard portfolio demonstrating all aspects of the work I can create whether this be traditional or digital.	This is a goal I know I would have achieved when I am working as an animator or concept artist within these companies on a range of games or even on one game.	I feel as though this goal is less achievable than others however, it is still possible with a lot harder work thrown in as well as the online network and artistic identity.	This goal would take around 10 to 20 years also. However this is only an estimate.