**Personal statement**

**By Jessica Boreham**

I am applying for this course as I believe it will be incredibly beneficial for me and will allow me to work towards a career in my desired job role as an indie game developer. I feel it will also help me build upon the knowledge I already possess and become the perfect stepping stone to my future I understand that this is a competitive industry and I I'm willing to work hard to get to be successful.

I have always been in awe of video game designers and how lucky they are to have made a career in something that could be considered by some a "hobby". Games are a source of escapism for me, they allow me to travel across the world and have experiences that I could only dream of. I want to make people love games as much as I do, that’s my goal, and to think that people can make a living from this means I could have a job I enjoy for the rest of my life.

I believe I am suitable for your course as I already have the foundations of many of the skills you require. I have knowledge of media, marketing and audiences is along with my experience of basic art and concept designs. I feel that my style is unique and different from others which make me stand out. My previous work includes art from different genres and cultures which gives me an eye for detail and a good idea of what game genres should suit what art style.

For the past 2 years I have studied Interactive Media and Games at Colchester Institute. During this course I have gained an insight into various skills and processes that are involved in game development. I have worked with Adobe Illustrator and Photoshop for photo manipulation and as design tools, and game development programs such as Unity, Flash and Game maker. These skills are foundations which your course will help me build on.

I have had the opportunity to work on a collaborative project during the second year of my course where my role marketing co-ordinator has allowed me to develop my skills in advertisement, audience reception theory and branding strategies for our products. I was able to work successfully as part of a team as well as using my own initiative, making it crucial for me to remain organised and communicate effectively with my team.

Outside of education I have completed small amounts of commission work which have helped to build my digital art skills and experience the business side of design from receiving a brief from a client to completion of the work. These include logos, emotes for social media and a tattoo design. This gives me work for my online portfolio as well as giving me first-hand experience which has been crucial to development as a creator.

Since 2016 I have been employed part time in a pet store. This job has taught me many skills that are valuable to this course such as punctuality, teamwork and communication skills. These will ultimately help me in the long run and have been useful for me to grow as a person.

On completion of this course I would like to be party of an established indie developing team acting as a marketing Coordinator or a 3D Modeller. These are two roles that I have a recent interest in but something I would like to dedicate to in 5-10 years. Indie development interests me because you get complete creative freedom within a small team. The game is more personal and means you can put your own stamp on it. You also get to take on many roles which can advance your skills and help you to improve future games.

I feel that the skills that I possess coupled with my desire to learn will make me a perfect candidate for your course.