

What did your learning journey with Unity look like?

My learning journey with Unity was pretty much to jump in the deep end with it. So I was learning on the fly as I was teaching the students. Nowadays we've got a wealth of information from a lot of great instructors on YouTube and online, including myself and my own website.

So my learning journey really has come from talking to members of my close community and seeing videos and things online by the broader community. When I first started, it was all about just trying to learn how to code, how to program, how to use all the systems in Unity. Then you get into that area of knowing a bit about a lot of things, which makes you have a confidence boost in that you feel that you're now ready to take on the world, I guess.

My learning journey for Unity is ongoing and also full of fun and frustrations at the same time. But I will constantly get amazed by how powerful the community is. Most of what I do now is about learning best practices. It's about learning how to code more effectively, more efficiently, how to make my games run more efficiently. So for me, it's about learning how to do things better and I don't think for me that journey will ever end.