What final advice do you have for people starting out?

There's probably two pieces. One is play around a lot in Unity, try different things, just try to understand how things work, follow a lot of the examples. I'd also say that if you really want to become a really strong developer in Unity, try to get really good at computer science and software engineering fundamentals. Unity is a great place to develop software, but it is still software and still requires good discipline, good software engineering fundamentals, how to write nice, clean code.

Having programming skills, even if it's not a programming role that you're applying for, is really important. Good producers, good game designers, all have a little bit of programming experience. Being able to modify and work in the environment that your programmers are working in is really important. This doesn't mean that you have to be an expert programmer, this doesn't mean that you have to invest a ton of time to learn these skills, but having that background familiarity with the tools that your team uses will make you a valuable asset for your teams and from what I've seen, a lot of companies when they're hiring for roles on their game development teams, no matter what the role is, they tend to recruit people that have that familiarity and experience.

The advice I always give to people who are just starting out is don't be afraid to ask for help. If something is difficult for you to get through or understand, or if you're just stuck with ideation or programming, or whatever you're doing, ask someone. There are people at these big companies, like Oculus and Unity, whose job is to listen to you and to help you. Our goal is to support our developer community, so don't be afraid to take advantage of that.

The piece of advice that I want to give myself and go back and give myself when I started up is basically there is no one right path, and I think a lot of people try to follow what other people are doing, just because they are successful, but I think if you really want to discover what you want to do and you want to become the best of yourself, you need to step out from there and create your own journey.

When I first started making games, I wish that someone told me that there's a zero-percent chance your first game will be a huge megahit, because I can't think of any famous indie game developer that had their first game become a huge financial hit. It's like the crux of every creative field, you have to practice. That's the only way to get better. Finish projects and find projects that get you excited, and once you keep doing that and getting better and improving, you'll make a game that resonates with the world.