When did you feel comfortable in the Editor?

When I first started learning Unity, it probably took me a few months to feel like I was getting to a point where I was being successful and actually turning the things that I'd learned into ideas of my own. And then I think another few months on from that to feeling like, "Oh, I can sit down, have an idea and then start creating it inside Unity."

It didn't take me long before I felt like I was progressing with learning to use Unity. I think it's really quick to get started and to get results that you can really see and really work with. I would say after six months I felt very comfortable with the Editor. I felt like I could literally do anything, access the Asset Store, make my own prefabs, make my own shaders, materials and know where I place them all.

I suppose there's few key milestones. The first one was really just building that roll a ball project and getting it running. The next big milestone for me was actually getting something that I'd been building as a hobby uploaded to the App Store.

After the first few months or so of learning Unity, I felt that my progression was going very well. I could see myself navigating through the engine with ease, I was able to find many great tutorials online and sample projects that other creators have shared with the broader community.

Those resources actually help you progress when you're moving from a beginner to an intermediate stage. However, I definitely feel that when you start working in teams, when you start working on bigger projects, it takes a while before you become comfortable with the environment, working with different people from different departments and managing a real project.

I think it's so normal at the beginning to feel that self-doubt or concern about where you are in the learning process, but if you're learning you're already doing a great job.