

# When was the moment you knew you wanted to keep going with Unity and career?

I knew I wanted to go forward with Unity and not go back to anything else when, it was actually one of our first videogame title releases, somewhere in 2012, and somebody actually recognised the characters on our t-shirt. And when you can see that something that you created and put out into the world, and you put all your effort into, and somebody even just said "Hello", and "Hey, nice work", that felt really good.

There was a point after learning Unity for so long where I decided that I want to take this from a hobby that I was doing in my spare time to actually a career. And at the same time, working with customers anyway in my previous company with CAD software and visualisation, they were also looking at Unity.

I didn't really have a moment that I knew that I wanted to keep going with Unity, it's more Unity continuing to stay relevant throughout my decades-long career. I think the real-time workflow has become an integral part of what I do in my career, because the amount of data that we have there has to be a way to visualise it, a way to express it and a way to distribute it to a lot of people and get feedback, and I think Unity has become an integral part of all that.

The moment that I knew that I wanted to keep going with Unity and as a career was when I started working in the School of Architecture. I saw the potential of Unity to be used in the industrial space, the extensibility of the platform and how that could be applied, not only for AC, but for other industrial applications.

There were so many different ways I could use what I learned about game development and apply them in different ways in different industries and I just saw so much opportunity that I knew that this is the career that I needed to have. This is a crazy new world that needed exploring and I wanted to do it, and I'm still here.