

# DEWALD HEIN

## INTERACTIVE ENTERTAINMENT

### (GAMES PROGRAMMING), QANTM COLLEGE

#### Senior School Subjects

- Year 11: English, Information Technology, Visual Communication Design, Mathematical Methods.
- Year 12: English, Further Mathematics, Visual Communication Design, Media.



**Why did you choose these subjects?** Most of my subject choices were picked purely based on what I just felt like I wanted to learn more about. I didn't stress over what I needed to learn for my potential career 5 years down the track; I concentrated on the now and what interested me at the time.

**What resources did you use to choose subjects?** I spoke with the College Career Adviser and course coordinators to get more information on subjects to know exactly what they were about, to make an educated decision on my choices.

**What was your course like?** In one word- intense. It was a normal Bachelor course condensed into 2 years with trimesters each year, so the workload was incredibly steep straight off the bat. At the same time, I gained a vast amount of knowledge in a very short amount of time.

**What were some of the best parts of your course?** The lecturers worked part time in their respective industries, so we knew that what we were learning was completely relative within the current industry. Also the fact that it was so short meant that I was able to get into the industry quicker and start my career.

**How did your senior school subjects prepare you for your university course?** Unfortunately most of my subjects weren't exactly ideal for the path I chose after high school. The maths subjects I chose did help a bit, but no way near as much as it would have if I studied Mathematical Methods in Year 12. Multimedia helped me the most since it was a good balance between studying creative concepts as well as technical.

**What are you doing now in your graduate position?** I'm currently working as a games programmer at my second games studio, working on different video games for a range of platforms, from PC to console and mobile.

**What do you enjoy about your job?** It's very interesting being able to see the 'behind-the-scenes' of my hobby, and being able to work with new hardware and software that most people won't be able to see for a very long time.

**Course information:** Now called the Bachelor of Games Development (Games Programming), SAE Qantm, <http://bit.ly/290tU5Z>