

The Digital Age



Skill Diversity & Career Opportunities

By Matt Sallis

What do you want to be when you grow up? What career do you want? Give this a thought, as you might be doing it for the next 40 years.

If you are a student, I am sure you have been asked these questions and if you are not sure, or do not have an answer, chances are, you are just like the rest of us!

The truth is, as we continue to explore uncharted territories of the digital age, new opportunities and pathways are rapidly emerging. Students of today need not worry about the 40+ year job they may have in the future, we have broken free from that convention.

The statistics to the right were gathered from an Australian survey designed and managed by The Melbourne Institute which includes household, income and labour dynamics data.

This data really only shows that employees change companies every 3.3 years on average, not necessarily their career. So, what relevance does this play and what do I do now?

Age Group	Average Job Tenure
U25:	1 year 8 months
25-35:	2 years 8 months
35-44:	4 years
45+:	6 years 8 months
Average	3 years 4 months

Source: Household, Income and Labour Dynamics in Australia (HILDA), Department of Employment

The digital age has increasingly meant workers are now upskilling, diversifying, and transitioning at a faster rate. Technology has also brought upon easier access to a vast variety and quantity of jobs. Result, students are now able to choose their study pathway in areas they are interested in, with the ability to adapt and change in the future.

Enter Madeleine James,

a Graduate of The Advanced Diploma of Professional Game Development, specialising in Game Art & Animation at the Academy of Interactive Entertainment.

Madeleine currently works for Sentient Computing, a software development company which provides powerful and immersive 3D visualisation, process control and automation solutions for clients in the Mining and Resources industries. In this role, Madeleine develops 3D art for training and simulation projects, and for Animations and Flythroughs.



Madeleine kickstarted her journey in 2015 at AIE, although not a self proclaimed 'gamer', Madeleine had an interest in learning what areas her skills in 3D art & animation could take her. In her final year of study, Madeleine began her professional career as a Graphic Designer for Ludus Codicis, assisting with website design, UI and UX design, logo and brand design.

In 2017, only 3 years into developing her 3D art skills, Madeleine went on to pick up her current role at Sentient Computing. From Graphic Design to developing training and simulation programs for clients in Mining and Resource Industries, Madeleine's journey has already showcased how desired skills can be used to diversify and create rewarding pathways for students of today.

For any student reading this, please remember, it is ok to not know what your career will be 40 years from now, the digital age has defined a new convention. Work hard, take pride in what you do, learn, adapt, and always keep an eye open for exciting and prosperous opportunities.

For those who would like to know more about Madeleine or the opportunities and pathways within the Digital Art Industry, please see the link below to a livestream from AIE, in which we spoke with Madeleine about her journey and what she is currently working on -

YouTube: [My Journey into 3D Simulation - Madeleine James](#)



Matt Sallis is the Events Officer of AIE Adelaide

