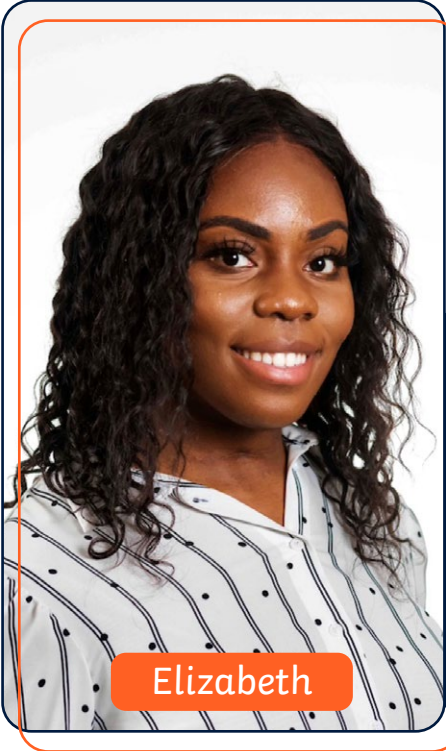


# Software Developer in Cybersecurity



Elizabeth

Hi, I'm Elizabeth. I am a software developer for a bank. I am responsible for creating software that works online for the bank. I have to make sure everything works smoothly and quickly for our customers and staff.

My working day involves talking to colleagues around the world. I have daily meetings to help me plan out my work for the day and prioritise what needs doing first. I have lots of tasks that include fixing bugs, dealing with security issues and implementing new features.

The best thing about my job is being able to help build software that helps avoid or minimise the risks posed from cyber attacks. These cyber attacks can cause huge financial loss to the bank.



To become a software developer in cybersecurity, I completed a science degree at university and undertook training courses in computer science which helped me gain knowledge in coding and cybersecurity.

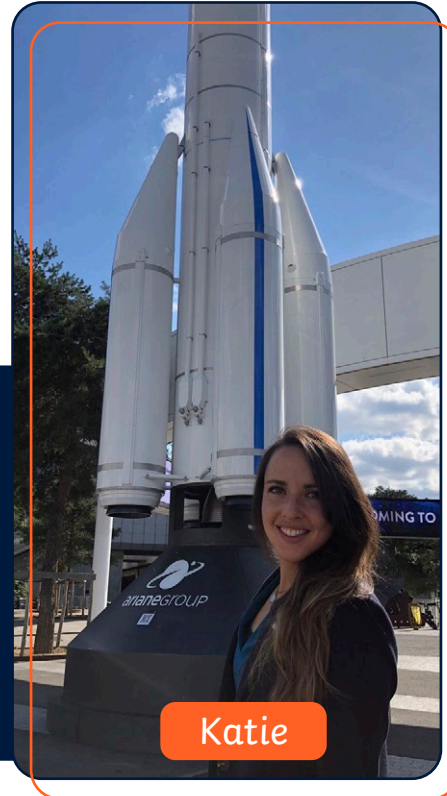
If you're interested in a career in software development in cybersecurity, I recommend that you explore online resources and look for information about programming, web development and security principles. If you have enthusiasm and dedication, you will succeed in this career.



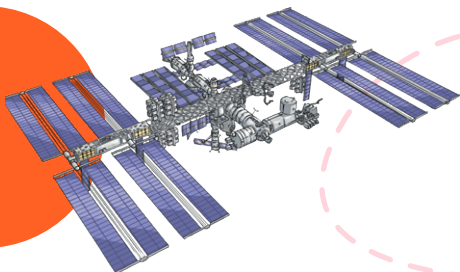
# Microgravity Researcher

Hi, I'm Katie. As a microgravity researcher, my job is to design experiments that will be completed in space. These experiments are not carried out by humans. This means that my role also includes working with engineers to design and make the box (called the payload) that will do the experiments for me in space.

Everyday is different for me and I get the chance to work with lots of different people. I work with scientists who want me to design experiments for them, engineers who create the box that holds the experiment and engineers who will send the box in a rocket to space.

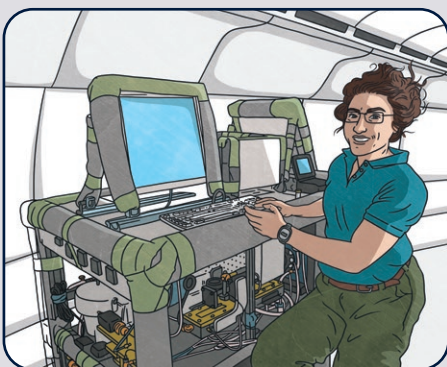


Katie



The best thing about my job is working with a group of people that can send something to space. I am inspired by space and the fact that there is still so much that we don't know about it.

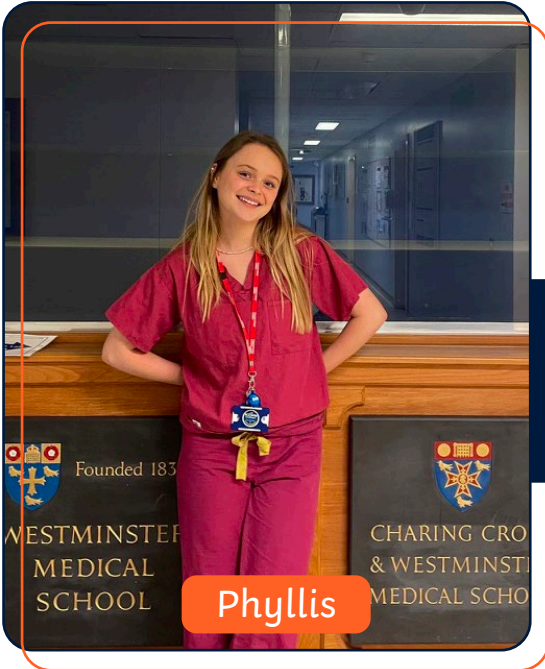
To become a microgravity researcher, I had to work hard in all my exams. I completed a science degree and had to look for opportunities and ideas for experiments that would be worth sending to space.



My advice for anyone wanting to become a microgravity researcher is to look at the NASA website and read about previous experiments that have already been sent into space. Also don't give up, even if people don't believe in you to start with. You can do it and one day you might be floating in space doing your very own experiments.

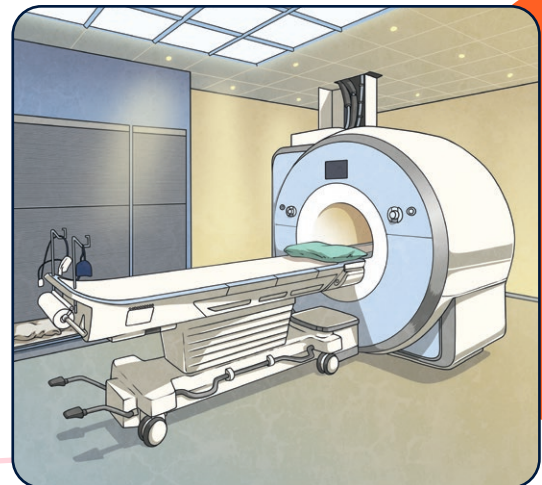


# Medical Student



Hi, I'm Phyllis. As a medical student, I learn how to save lives. I visit hospitals and try to solve problems using the clues (symptoms) that patients give me.

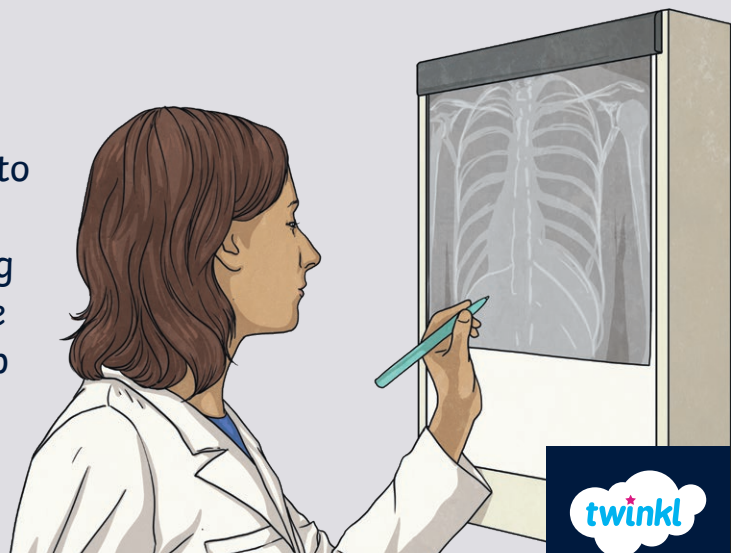
I piece these clues together using my brain, technological tools and other doctors.



The best thing about my job is using my hands to help people and the cool technological machines I get to use.

To become a medical student, I had to study hard in my exams and demonstrate how passionate I was about the career.

My advice for anyone wanting to become a medical student is to speak to people already working in the field about what it is like and use online resources to help you prepare for the interview.



# Esports Lecturer

Hi, I'm Shoubna. As an esports lecturer, I design and teach esports lessons for students at college and university. Esports is electronic sports, which is where people play video games against each other and other people watch these games online or in stadiums. I also help students find work experience and placements in esports so they can get experience and a taste of what jobs in this area are like.



A typical day involves planning and teaching esports lessons to my students. I also get to meet organisations and companies who work in esports and plan large esports events to raise money for charities.



The best thing about my job is inspiring young people and making them excited about a career in esports.

To become an esports lecturer, I completed a degree in communication, culture and media at university. I then returned to university to study as a teacher and achieve a qualification called a PGCE (Postgraduate Certificate in Education). I then worked on several projects in esports to gain experience.



My advice for anyone wanting to become an esports lecturer or work in esports in general is to keep developing your esports skills and knowledge as things change in esports very quickly. Getting yourself involved in local esports events is really useful too.

# Animations Producer



Hannah

Hi, I'm Hannah. As an animation producer, I oversee the making of different animated videos. These animations are often short films that either tell a story or teach people about a certain subject.

No working day is the same as an animation producer as I work on several animations at once. I need to make sure that projects run smoothly and talk to lots of talented people, such as animators, musicians and actors, to create a final video.

The best thing about my job is being able to create animated videos that are watched and enjoyed by people of all ages. I've always loved animation (spending hours of my life watching cartoons) so being able to create animations as a career is super exciting.



To become an animation producer, I studied art and design throughout school. I then worked hard at university to earn a master's degree and follow my dream of working in animation.

There are so many different jobs in animation within films, TV or even games. If you want a career in animation, explore what takes your interest and take a look at internships and university courses. You need to work hard, be creative and don't give up.

You could find yourself working on animated movies or games as your job and it doesn't get much cooler than that!

