



Global Talent Visa Program

This information is intended to provide prospective applicants and migration agents an indication of the calibre and specialisations that the Global Talent Visa Program seeks to attract.

Australia is seeking exceptionally talented individuals across a range of priority sectors who can demonstrate some of the following abilities:

- bring exceptional new skills and knowledge to Australia
- have the potential to make a significant economic impact
- have been recognised with international distinction as a leader in one of the priority sectors
- generate employment, particularly in areas that fill critical supply chain and talent gaps
- commercialise ideas at scale
- act as a connector between industries
- make an impact as an innovator or serial entrepreneur
- have the ability to attract a salary at or above the Fair Work high income threshold (AUD\$162,000)

Priority Sectors

- Advanced manufacturing
- Agri-food and AgTech
- Circular economy
- Defence
- **Digitech**
- Education
- Energy
- Financial services & FinTech
- Health industries
- Infrastructure and tourism
- Resources
- Space

Visa Requirements

- Be currently prominent and have an internationally recognised record of exceptional and outstanding achievement in one of Australia's priority sectors.
- Be nominated by an Australian citizen, an Australian permanent resident, an eligible New Zealand citizen, or an Australian organisation with a national reputation in the applicant's sector.
- Be an asset to the Australian community.
- Have the ability to establish themselves in Australia in a priority sector.
- Meet health, character and national security requirements.

Application process

- **Step one:** Submit an Expression of Interest using the online [Global Talent contact form](#).
- **Step two:** Once invited, apply for a visa online via [ImmiAccount](#).



For more information, scan the QR code or visit www.homeaffairs.gov.au/global-talent



Sector Overview—Digitech

Australia’s Digital Economy Strategy 2030 sets out our plan to become a leading digital economy and society. This means thriving high-growth industries, ubiquitous digital business integration, access to digital skills and technology, frictionless government service delivery, and integrated data and technologies.

We are looking for talented individuals able to contribute across the Digitech ecosystem, including in innovative manufacturing, cyber security, finance, travel, communication, digital games and immersive technology, and transformative technologies which look at more closely connecting the physical world with the digital world.

The following specialisations are intended to be used as a guide and are not an exhaustive list. The Global Talent Profile provides examples of the calibre of individuals who may meet program requirements.

Specialisations

- Data science, artificial intelligence and machine learning
- Automation and robotics
- Big data, data management and analysis
- Blockchain technology
- Cloud computing
- 5G
- Cyber security detection, prevention and response
- Data and eResearch infrastructure
- SmartTech and disruptive technologies
- Front-end development
- Internet of Things
- Immersive technologies including virtual, augmented and extended reality
- IT integrated control systems for plant and machinery
- Machine learning engineering
- Network engineer/architect
- Production and development of digital (video) games and game engine technology
- Quantum information and computing
- Smart cities
- Specialised knowledge in software and mobile application development
- 3D printing

Global Talent Profile

Exceptional candidates

- Founder and/or inventor of deep technology IP associated with digitech.
- Expert in human-centred design and design thinking, experienced in designing sites, apps and online optimisation strategies for high end IT firms.
- Chief Information Security Officer driving initiatives in virtualisation, Cloud, Internet of Things and cybersecurity across entire corporations.

Strong candidates

- Entrepreneur of an award-winning video game developer company that has developed a number of original titles targeted at wide international audiences.
- Researcher and expert in software, platforms, game engine and AR/VR/XR tech including exemplary coders.

The following experience or professions **would not** usually meet the parameters of the program:

- Business analysts, developers and ICT consultants without international experience.
- ICT support centre managers.