# Personal Motivations

## Timothy Flowers

I first became interested in working on this project because of the interest I have had in videogames. Although I have never had a very strong desire to work in the video game industry, I have always enjoyed videogames as someone who plays them. When I began my course work as a Computer Science major, I also began to appreciate them on a technical level. When I saw the pitch for this project I thought it would be a great opportunity to exercise both my passions in videogames as well and technical programming.

Apart from my love for videogames, I’ve also been heavily interested in graphics. I think the field presents unique programming opportunities and paradigms that are not often encountered in other areas of computer science. These opportunities include the usage of highly parallelized graphics cards as well as the design of shaders which model the behavior of light when it reflects off different surfaces. I felt like this would be a good project to further explorer my interest in graphics since there would be opportunity to process three dimensional models as well as write an application that interacts with the Unity game engine.

Finally, I found the initial concept of the tool very exciting. When the implementation is complete, it will allow game designers to eliminate the need to spend so much time prototyping levels. Our tool should give them the ability to test an initial concept and then begin to build on top of it. I get a certain satisfaction at building tools for other people to use because I feel that in a certain way, I’m responsible for what people can create with it. To be able to design something that is able to help others complete a task much more quickly and efficiently than would otherwise be possible is what software engineers should always strive to do.