

Developing Experience by Joaquín Gustavo Espino de Horta

Since i was a little 4 years child. I felt in love in the videogames world, countless adventures through the hours at day, after every school day, living thousands of stories, better that books (in my preferences). I grew up with the dream of be gaming development.

When i started this career on Computer Engineering, my targets related to my passion have been defined in all my proyects. Signatures about Computing, Physic, Maths also Hystory, Graphic Design and Literature...

This semester i had one more oportunity for make videogames, now stronger, solid in way to be interesting to the great public of this digital art. Eagle Warrior began as a tiny idea about fantastic creatures in role similar to the native mexicas of our country. The most bloodthirsty kindlike warrior which ever existed...

But how they're relate with the proyect of a Jurassic Park? Of course there's no conexión but dragon creatures. Why i disobeyed? Easy, i have a better idea, i really love this signature, cuz i feel like home in every theme of the summary. Always i benn go a step forward from my teammates.

You're right, this challenge not come easy, we been suffered several times, issues of slow solutions, huge holes of ignorance, long journals of seat and work, back and neck aches, depression, entire weeks kept out your family.

At scarces minutes to finish this early version, i can see now all the work we're done and drop a tear being exhausted, finally can sleep as a game developer.