**Written Interview for FIEA Admission for Anthony Bolton**

1. **What programming languages do you know, and where did you learn them?**

I know C from attending UCF and Valencia in their introductory programming courses. I used Python a minimal amount due to Physics (of all classes) wherein we used it (and vPython) to visualize certain Physical Phenomena. I know Java because of the Object Oriented courseload at UCF, and I feel I know it fairly well except I don’t have much experience with multithreading or working with networks and online capabilities. I know C# because I studied it over the course of a Winter Break on my own, and then learned how to program a bit in Microsoft’s XNA framework to create my own applications to run on the XBox 360 – I’m no C# expert, but I got to learn the syntax specificities. I know a tiny bit of Javascript (and HTML5, and CSS) because of the Computer Graphics (CAP4720) course at UCF, because we programmed graphical applications that open in a web browser using webGL. Finally, I know C++ because I studied it a bit on my own, before working at an internship for most of 2013 working with C++ and various APIs (including OpenGL 1.0).

1. **What was your favorite undergraduate class and what did you like about it?**

I liked the Processes of Object–Oriented Programming class (COP4331) the most because it felt like it applied the most to the “real world” – seeing a project from beginning to end, including all the documentation that is required of a project. Although writing documentation is not my favorite activity when working on a new project, it was important for me to realize that if you want several people working on the same project, it is necessary to know what the unified end goal of everyone should be. This way, everyone knows their role, and won’t waste time duplicating someone else’s work, and every portion of the project will be completed.

1. **Describe experience you might have working with others on projects, especially game projects.**

Usually it has been somewhat difficult as no one immediately takes a leadership role – everything goes much more smoothly once someone delegates what everyone should do so the project gets done better and faster. In my Processes of Object–Oriented Programming class (COP4331) we created a Java game, “Knights Versus Zombies”, and it was basically three of us programming, in the end, and three of us doing documentation. Once a division of labor is understood, I feel everything goes more smoothly. The same is true of my group project in my Computer Graphics (CAP4720) course – once everyone knew their roles, everything flowed together more cohesively.

1. **What types of games do you play in your spare time?**

It’s been a while since I played a non–casual game, but my favorite games are probably platformers (like the classic Mario games) and action–adventure games (like Skyrim, Fallout). I used to really love playing Halo as my number one first person shooter game, but I haven’t resubscribed to XBox Live because I haven’t had much time lately – I’ve been trying to do well in my studies. Other than those, I play the casual game “Subway Surfers” on my Android phone – it’s a weird little addiction. Of course, there’s always the occasional Angry Birds or Bad Piggies bout.

1. **Elaborate on anything else about yourself that makes you unique.**

If there were a million hours in a day, I would love to learn how to do everything. I would like to take my musical background (I hold a Bachelors of Music Education, as well as earning my Bachelor’s in Computer Science right now) and develop music for games, I would love to take my artistic abilities and create art for games, I would love to further develop my programming abilities (clearly) and program the games themselves, but I would also love to learn how all parts of the game development process work. I would like to attend all Art, Production, and Programming classes for as long as I can before I burn out or go crazy. I’m just really interested in learning, really.