Hello john,

A couple of years ago I got into the concept known as gaming, together with friends I ventured on lands unable to exist in this world. And in time I started to look more into how those games were made and what it takes to do that, when I got the choice of choosing a course that would prepare me for a job it became clear that game development was my choice, of course I looked into other courses, some were focused on biology and others on construction, but all of those didn’t fit me.

The course itself takes about four years, in those four years you learn how to create games and work in groups to complete the projects, my favorite subject thus far are working in 3d. I like this the most because I can create what I want to, the people I can recommend this course to the people that know somethings about gaming and are willing to either do programming and coding or work in 3d space and model things.

When I finish this course I would like to visit some friends that I probably won’t see in the near future and then I would like to go on a world trip to see what this world has to offer. And after you’ve graduate you can immediately start looking for work, because after this course there is a wide variety of work you can do in the gaming business or in other production area’s, the thing that makes me happy when thinking about a future job is that I can make products that people will enjoy.

I hope this was enough information for the school paper, if you need more information don’t hesitate to ask.

With kind regards

Arno

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