***Please tell us why you want to attend UMass Amherst?\* (100 words)***

Graphics programming intrigues me, especially 3D visual effects. My curiosity led me Prof. Kalogerakis’s work on the development of graphics algorithms and techniques of 3D models. His work on predicting animation skeletons for 3D articulated models is mind blowing as it requires a high level of detail and precision. This inspired me to my goal of creating my own 3D graphics model. I believe the opportunity to work alongside him along with Amherst’s computer graphics laboratory will enable me to learn the intricacy of graphics programming and gain an upper hand. Moreover, it’ll help me reach my goal of developing revolutionary 3D games, which aligns with Amherst’s mission to promote intellectual well being since games stimulate and improve mental health.

***Please tell us why you chose the Major(s) you did?\* (100 words)***

I’ve always enjoyed playing video games since I was a kid but when I got older and technology changed, 3D games attracted me most. The downside of 3D games, however, is its high price. This inspired me to develop more affordable 3D technologies so that more people get to enjoy it without breaking the bank. By learning and researching, I plan on finding a different route that will make the development of 3D games more affordable. This is the main reason I want to pursue computer science and take a specialization in graphic programming.