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

I have always been intrigued by programming, specifically graphics programming of 3D visual effects. This was caused when I realized that video games have evolved so much over the years, from a pixelated game to a 3D virtual reality game. This curiosity leads me to a research done by Vangelis Kalogerakis, a Professor at UMass - Amherst, on development of graphics algorithms and techniques of the 3D model. I found the research very interesting and educational. I believe that working alongside him and using the computer graphics laboratory provided by unassuming Amherst will help me learn in depth the intricacy of graphics programming. This also will help me reach my goal of making my own revolutionary 3D game.

***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. When I heard my parents' stories about how they used to play Mario or Pokémon (which has horrible graphics), I recognized how video games had evolved through time. The fact that graphics programming now allows you to produce realistic 3D images or animation really sparked my interest. I want to create a 3D game that would revolutionize the standard of graphics in video games. This is the main reason I want to pursue computer science and take a specialization in graphic programming.