***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 very educational, which attracted me to UMass Amherst. 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. 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. 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 am particularly interested in Game Programming (COMPSCI 576) since 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.