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I have some programming experience, my parents are both in the computer science field of work so they have always tried to bring me into what they do. From very little my dad gave me simple coding games. I remember one that you had a little space rover that you had to code to do different things by telling it how many paces to take forward, what to do and stuff. Other than that last year I couldn't apply for university so I ended up having to take a year off, to not waste my time I started learning JavaScript. I started taking the courses in OpenEDG JS institute and managed to get the JSE-40-01 certificate. This was in November of 2023. After that I kept the w3schools HTML and CSS classes, I finished them with high marks. However I then started to learn Swift for iOS and completely left aside the JavaScript, HTML and CSS that I had learned. Now I am still learning Swift and I am also doing an internship where I need to use Swift for apps. I started doing a basic map and journaling app that the book I was following taught. Now I am just doing the English to French translation of an app my parents made. That being said I think I have a good idea of what programming is and I feel like it is a great tool to express creativity and professionalism. I managed to create very cool webpages, including my personal portfolio. On top of that I wanted to learn Python, since Blender the tool I use the most, has a Python scripting option so you could make entire animations or scenes using just code which I find it to be something very interesting.

I would have to say that the three examples of creative computation that inspire me the most are probably, Pong, the Netflix website and probably Minecraft. For Pong I have to see it as the first ever game, the father of what is so massive now. Having it start for military purpose so that soldiers could train with it and then just becoming a staple of videogames is such an impressive feat for me. It just comes to show how the same code can do different things or have different meanings. Especially when it is as simple as the Pong code is. I once made a little Pong game and I think it took like 4 hours max to have it fully functioning. Another one I really like is the Netflix website or really any streaming website. I really like the aspect of a gallery of content that is accessible through anywhere. Honestly I don't think I can even start to comprehend how they work. I think they are very useful and they are very well made for the most of it. I do have some "complaints" about some of the features these pages have and that makes me think on what I would change if I had to make my own streaming website. I love that aspect of coding that you can change create and remove whatever you want from any existing piece of code and sometimes it might work while others it will just break everything. Finally one of the biggest inspirations for me is Minecraft. Mainly because of how it's made, it was made by one guy in his garage and it makes a lot of the features really scuffed. For example the fact that you can only have multiples of four in items because Notch (the creator) didn't really know how to use another value rather than the basic default ones. Or how in most of the tags that items of events that the game has have horrible names or incoherent declarations once again because the creator didn't know any better and now these things that happened because he didn't have another choice have become key features in a lot of players' lives.

A dream project of mine would be either a game with my 3D models that follow the story I have for them so I can play that story and "experience" it myself, my second one and more feasible dream project would be creating my own streaming platform. My friends and I have this idea of creating shows and animations and I really want to be able to make it myself so that it is exactly how I envision it and how I would want a streaming platform to be like. Most of the projects of dreams I have all have to do with this notion of making animations and the show so I really want to be able to create it so that it is "perfect" just the way I want it so that we can continue to add a bunch of other little projects and blogs and whatever else we might come up with.