Why did you choose this major?

It should be stated here, before delving into my reasons for applying for this scholarship, that I am not yet 18. I am, in fact, a 15 year old sophomore in high school at the Denver School of the Arts, and I am simply so passionate and committed to software development that I feel I should be considered for this scholarship despite not meeting the requirements of age or college enrollment. While I believe I can operate at a level of maturity akin to that of any qualified applicant, I also understand that the reasons for the age and college requirements may be more related to certain legal restrictions than to anything else. With this in mind, I have the full support of my parents and school, who would both be willing to sign any documentation necessary to lift these legal restrictions.

Having stated my case for making an exception to the scholarship's requirements, I will now proceed in actually answering this question. I have not yet decided on a major for my college education (though I am strongly leaning towards Computer Science), as I am still involved in the process of seeking a college to attend. However, it is clear to me that whatever specific major I may pursue, I will maintain a strong connection to both the practices of software development and of musical and visual arts, as these are my passions and, in turn, the things I feel I can use to contribute to the world.

What work experience did you find the most fulfilling and why?

Collaborative software development has been without a doubt the most fulfilling part of my work experience at Opt-6 Products, LLC – the company founded by my good friend Carter Allen (who is also under 18 and applying for this scholarship) and run in tandem by both of us. This is simply because I love to create new things, implement my ideas, and find creative solutions to problems and logical conundrums. It is also rewarding in that I get to test the products I've created, which fuels my desire to continue working on the projects I've begun and to begin working on new ones.

If you attended WWDC previously, please describe your experience with the conference (e.g. particular sessions, labs experience, or other noteworthy events.) If you have not attended before, please describe your reasons for wanting to attend.

I have never attended WWDC before, but I feel it would be an immeasurably valuable and life-changing experience for me to do so, especially so early in my career. Having watched the WWDC session videos and benefited greatly from them each year, I know that the sessions will be immensely helpful and informative in and of themselves. However, I can only imagine how much I would learn if given the opportunity to speak to these experts in person. There are certain kinds of questions that can really only be answered by talking to someone face-to-face, and being primarily self-taught, these questions have built up over time for me. And on top of all of this, I can't help but anticipate the sheer excitement of spending a week immersed in one of my biggest passions, and getting to meet and interact with thousands of other likeminded people. The idea of such a concentrated wealth of knowledge and creativity abounding with unique opportunities has enticed me year after year, ever since I began writing software in 2008. This year I finally have the chance to pursue this dream, and that's why I ask with the utmost sincerity that I be considered for this scholarship despite my failure to meet its requirements. I'm not ready to be disqualified simply because of my age.

What type of development work do you do?

I do primarily iOS development, and am currently working on a creativity centered project destined for the iOS App Store in addition to a game which is already being sold. Before that, I learned Objective-C by rewriting a

small file hiding utility (Ghost; not on the Mac App Store) which I had originally written in AppleScript. My development career began with AppleScript, and I am still proficient in writing scripts to perform all sorts of tasks ranging from purely recreational things like winning online games and automating entire IM conversations to substantially more useful things like solving complex math problems and watching an online stock database to alert me the minute an iPad 2 is available in my local Target Store.

What are your career plans?

At this point in my life, I have not come to any concrete conclusions regarding my career plans. That said, I have absolutely no doubt that whatever I do will not only incorporate but make full use of my passions for technology, nature and art, if I can help it. Working for Apple at some point in my life would certainly fit this bill. But regardless of what specific path I choose, I aspire to make the world a better place in whatever ways I can through the use of technology, helping people understand the connections between math and nature, technology and art, science and our world, and ultimately contributing to our success as we advance into the future.

Outside of code-level development, what areas interest you (web design, marketing, etc.)? Please describe your interests briefly.

I've worked on, and to an extent enjoyed working on, a few web development and marketing projects for the apps I've written. However, these things were done mostly out of necessity, as we at Opt-6 Products weren't able to hire anyone else to do them for us. Nonetheless, writing the website for our app proved to be a worthwhile experience and has certainly helped me by adding website layout and development to my skill set. I would like to learn more about basic graphic design, as I currently rely completely on other designers for the graphics used in my apps. And of course, I have an entire set of other hobbies and interests including vocal and instrumental music, visual arts, performing arts, cooking and gardening, and a broad range of sciences, all of which more often than not tie into the projects I'm working on and provide the inspiration for new projects.

If you have an application in the App Store, please provide its name.
If you have a school project or code that you are working on, please provide a link to it here.

I currently have one application, a card game called Five Square, available at http://www.itunes.com/app/fivesquare on the iOS app store. It is demoed and described in greater depth on its marketing website at http://fivesquareapp.com/ which is the primary fruit of my foray into web development. I've also worked with Carter Allen on a personal project called Campus, an app designed as a client for viewing grades in the widely used Infinite Campus grading system. Campus can be found on his GitHub profile here: https://github.com/CarterA .

Please tell us what specific areas of development you would like to gain more expertise in at WWDC.

I would be delighted to gain a better understanding of some of Apple's low-level audio and graphics frameworks like AudioUnits and OpenGL. Being able to effectively make use of these frameworks would be immensely helpful for the project I'm currently working on, and would without a doubt serve me well in future development. Additionally, I hope to learn about new additions to the Cocoa Touch frameworks and become more versed in the capabilities of the newest version of Xcode. Overall, I want to stay up to date with Apple's newest technologies while learning more about those I haven't had time to look into, making new connections and discoveries throughout.