How do you balance creative expression with gaining technical expertise?

I started out as a creator, doing more of the creative design work, but as I was growing in my Unity journey I found that there's a lot of technical aspects of Unity that I could grow into and learn more about. The two together can become very powerful.

To make a story that's engaging, it's very possible. You can make a really simple story and a very simple game that grabs people's attention, but it probably won't be the way you think it will be. And that's why I think it's important to start off with really small projects so that you know what you're capable of.

I think the perfect balance between creating the creative expression and learning the fundamentals of Unity comes from how well-versed with your basics. Whenever I have an idea in mind I always try to connect it to all the basics that I know, I look up how some of the stuff works, the underlying technology works, but at the end of the day, the only way to master something is to master the basics of it.

It's the dilemma of any creative, really. You need to compromise your vision to a certain degree because your resources, your time and money and motivation, they're finite. But if you find something that gets you excited and it's possible for you to make because it's simple, then you should latch onto that idea with every ounce of energy you have, because that idea's special.