Hello, my name is Liam McElhaney. I have been coding since I was 10 years old and been using computers when I was two. The first time I ever used a computer was when I was playing a game called "Veggie Tales Minnesota Cuke and the Coconut Apes". At the time I was only about 18 months and could barely move the mouse, but over time I figured out how to use the arrow keys and the space bar to ascend the games levels. When I was 7 year old my parents got me a DS for my birthday. At the time, the DS was the coolest thing next to the Wii. It came with guitar hero and Mario kart. When I first started I could barely play the games as they were meant teenagers and I was only 7. That did not deter me as I quickly learned to flurry my fingers as I hit note after note and stacked up the combos in GH and consistently over took other karts as I rose to first place in many Mario Kart races. When I was 12 my parents got me an Xbox. I would argue this was one of the biggest milestones in my life. The Xbox came with Halo: Reach, the first FPS I ever played. A long while after I got my Xbox I purchased TES V: Skyrim. I became immersed in the open world of Skyrim and have spent over 2000 hours in the game. I was fascinated with the mechanics of the game and how the NPC’s all had their own personality. I dreamed of one day creating my own virtual worlds with thousands upon thousands of square miles to explore in and endless adventure to cure the world of its evils. I also dreamed of creating maps in which millions of people would fight against others on a daily basis. I took pride in learning every tactic and trick I could find to get the upper hand on my enemies as I rose through the games ranking system. As the years go on I continue to rack countless hours on a variety of games trying to truly master one.

As aforementioned, I started coding in scratch when I was 10 year old. I would spend countless summer days on a crappy iMac