My name is David Ning, an aspiring video game developer planning on majoring in computer science. Ever since I laid my hands on a computer at the age of six, technology has been a major influence in my life. At the start of middle school, I began teaching myself to code by modding a game called Garry’s Mod. I eventually became proficient enough to sell my creations on an online marketplace, earning a total over $9,000. I soon progressed to programming background visuals for the rhythm game osu!, then to making 2D games with the LÖVE engine. In high school, I began to explore territories beyond game development, specifically software engineering and web development. I also took computer science courses and extracurriculars to reinforce my programming knowledge.

I discovered IGN around the same time I picked up gaming as a hobby in elementary school. I would always turn to IGN to stay up to date with the gaming world and watch game reviews before making a purchase. Due to the amount of gaming-related videos I watch on YouTube, my recommended feed is filled with IGN content, which I often couldn’t help but tune in to while doing homework. Over the years, IGN has become my most reliable and entertaining source for game-related news.

Because my programming skills were self-taught, I am aware that I lack certain knowledge and skills. I would love to work as a programmer in a formal setting to bridge the gap between my current skills and the practical skills required in the workplace. Given my love for video game development, web development, and software engineering, what better place than to work than at IGN? It would be my pleasure to work on something that I am passionate about and for something that has had a significant impact in my life. I believe that IGN’s Code Foo program will help me develop the skills necessary to bring my aspirations of working in the video game development industry to fruition.