My goals with AAI

My name is Malik Mertus and I plan to become a video game designer. As a kid and all throughout my life, I’ve played video games, from the N64 console as a toddler to my dell g7 gaming laptop today. Video games have been one of the only consistent things I’ve had throughout a lifetime of instability, dealing with different parental figures, moving around a lot, and financial instability that has plagued my life from my birth. Video games have been a staple that I could always hang my hat on when I needed a good time or a temporary escape from my reality. In video games I also see a truly interactive and viable form of art that has been mastered by few and enjoyed by many, and I hope to join the few, as I am already part of the many. I plan to teach myself how to design video games in Unreal engine 4 and possibly other engines, and program in python and possibly other languages, and create projects all the way up until I can release my own video game and be a part of a gaming studio. With the Art institutes of Atlanta, I hope That the instruction and infrastructure available will give me the guidance and professional insight to make my next steps as quick and efficient as possible. I am hoping the art institutes will be the next place where I learn and grow and develop into the next greatest video game designer, and to not only progress in my own personal goals, but to help others in the pursuit of their own goals as well, and to also benefit the community through community service opportunities I also hope to find at this institution.