# More Info About my Coding/Computer Science Experience

In my introductory computer science courses, I completed many assignments. The three I feel are most notable are the three mentioned on my resume; my PONG recreation, my image filter, and my particle system.

Firstly, I remade PONG from scratch. While not a particularly itensive task by any means, it was a good baseline for starting out and a lot of fun! Then, I spent some time working with the "pixels" array in order to make a pixel-by-pixel image altering program--which I thought was pretty cool. Finally, the particle system I made was a simple one; click, and you see a little "firework". This was my first dive into working with objects, and it taught me a lot!

I also have a lot of experience with creating worlds for players to interact with, albeit through in-game editors as opposed to real game engines. However, making levels in

```
<!DOCTYPE html>
<html> == $0
  <head> ... </head>
  <body> ... </body>
</html>
```

```
* {
  border: 1px solid black;
}
:root {
  view-transition-name: root;
}
html {
  display: block;
}
```