I first experienced tech when I was a wee lad in my father's house, back when my parents weren't even living together. I remember watching an old movie, animated by Disney called *Dinosaur.* I remember being fascinated by how real everything looked in that movie and of course, I later thought of how they created the movie. My Dad later explained that it was done by computers and 'smart people'. But I didn't really think much of it afterwards. Then after we all moved into a new house as a family, my Mom got my Dad into video games by getting him an Xbox; and the only game we had was *Godzilla: Earth Defenders*. That was the first video game I had ever experienced and actually had a connection with I guess, somehow relating to giant monsters destroying buildings. From there on I've been a huge fan of video games.

When I reached elementary school, I started reading lots of books - became infatuated with all these novels, mangas and comics alike. This later led to me grabbing a bunch of copy paper and stapling it altogether and 'creating my own graphic novels.' I became a little writer I guess, but I never stopped playing video games. I even took art class for numerous years in elementary and in middle school. Later on I grew older, obviously, and with that I played more video games and watched more movies. The budget of them all grew exponentially. The CGI in movies became life like, video games became more cinematic with the way their characters were shown and acted along with their graphics. All this inspired me to write better, I wanted to be an author. I wanted to grow up and write the scripts and stories for video games and movies. So I joined a creative writing magnet in the school I was attending.

But at the end of that year, the program was canned. So I didn't really have anything to really suffice my 'artistic needs' I guess you could say. I didn't really want to take art anymore and the writing class no longer existed. I thought about joining in drama over that summer but I decided to sign up Digital Media Design instead. I didn't really know what the class was about. I was kind of hoping it'd be the class that would fill the hole. I still wanted to be a so many things at the time: a writer, actor, video game designer, director or even a photographer. I didn't really know what I wanted – still don't. But I know for sure that I want to work in film or video game industry and I want to create content with tech for the rest of my life; whether it may be writing scripts for big time movies or games, creating art for those games, designing advertisements for the films.