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“Speech: Mini-ted talk” outline

As far as I can remember, I always had a passion for video games. Another thing I remember is that I would play my old *Power Rangers* plug in play on the TV for hours on end, and having a blast the whole. Later on, when I was twelve, I was asked by teacher what I wanted to be when I “grow up” and right away I said, “Video game developer” because I wanted to provide the same joys I had, with you guys.

The issue is that there’s technically no position for “Video Game developer” as it takes developers of all trades to make a video game work, and that was a hard choice to make. Did I want to be artist or animator to provide people with a beautiful visual experience? Did I want to become a designer and design all kinds of levels and characters to provide and exciting and immersive experience? Or I did I want to become a video game programmer so I can digitally make the game itself, so you have something to play with and bring joy to your lives? The life decision was so daunting, it was scary to think about it, until my junior year of high school.

There, I took a course in software development and was introduced to Visual Studio and the world of Coding. It was then, I found my calling and chose that the best way I can make those awesome experiences was to become a gameplay programmer.