**Background:**

My name is Robert DiDomenico, and I am a Computer Science major at Lewis University. My hopes are to become a great computer scientist and hopefully work for a large game design company. Game design is always something that I’ve thought about when I started high school, however I took a lot of engineering courses and those had me start a path to a more tech-related career.

**Educational Experience:**

Ever since I started computer science in my junior year of high school, I had always wanted to become a game designer and I had actually made my first few games that same year. Sadly, I forgot to save them to something other than the computer because I no longer have access to them. I made a version of the game Battleship and Snake in Python turtle in my junior year and I made a game called Picross in Java in my senior year. Picross is a puzzle game that took me around a week to make with no help on it. It was my first ever project that I had made on my own time that had nothing to do with my schoolwork.

**Work Experience:**

I currently work at a place called Code Ninjas. Code Ninjas teaches elementary students how to code in javascript, C#, Python, and C++. My job there is to help the students learn how to code. I have worked at the same job ever since I got it. I have only worked for one year and a few months at this point in time. When I become a sophomore at Lewis, I am able to apply for internships and one of them is at Argonne National Laboratory, where they offer internships for CS majors. That is my plan moving forward.