Francis Miller

Age: 23

Personality: Works well with others, ambitious, adaptable, calm, willing to learn.

Background: Francis is a fourth year university student and he is working towards a Computer Science degree. He has two younger siblings, a brother and a sister, both of whom are first year university students; his brother still isn't quite sure what he enjoys doing and is uncertain as to what career path he should pursue, his sister on the other hand has been interested in pastry making since she was young and is determined to pursue a career to become a pastry chef and own a bakery of her own.

During his free time, Francis meets up with a few friends of his whom together have created a small game workshop, in which they hope would turn into a legitimate game studio one day. Here they work on a 2D platformer game that is not dissimilar to something like the class Mario or Sonic games. They are all very passionate about the game and have put extensive effort in the design and creation of it, however, they have hit a roadblock this year and identified that they lack a particular set of skill in which they cannot complete the game without it.

Skills: Most popular programming languages including Java, JS, Python and C++, good leadership skills, a 4.0 GPA, has experience in mod creations for games such as Minecraft.

Attitude towards technology: Always up-to-date with the newest technologies, keen on possibly entering the gaming industry and has a strong focus on AI technology.

Goals when using the system: Stay up to date with events hosted by the MCSS, find resources about Computer Science in order to learn and improve his own programming skills.