

Academic History Explanation

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Though I did very well during my time at Truckee Meadows Community College, earning an Associate's Degree in Computer Science, putting up a fight as an undergraduate student at the University of Nevada-Reno killed my interest in having a career as a game developer. I lacked understanding of things important to academic and career success: real passion, real devotion, initiative, moral support, job market nuances, work-life balance, and the meaning of being a true professional. I did earn a Bachelor's degree in Computer Science and Engineering with a focus on games and simulations, but I was not happy with my performance in Data Structures, Discrete Mathematics of Computer Science, Automata and Formal Languages, and Analysis of Algorithms. On top of that I was committed to a project for an internship with Bally Technologies, a local slot machine manufacturer; going through with the final meeting at their office was a humiliating experience. I was convinced that making games was not for me and took a ten-year break from being actively involved in anything related to technology.