The first time I animated was sophomore year in high school. I was on a FIRST Robotics team (FRC 201) and had been added to the Animation group. I was aiming to be part of the CAD group, but for one reason or another, that didn't happen.

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My first year was spent playing around with Autodesk 3ds Max Design, oftentimes clicking random buttons to see what they would do. Over time, my proficiency with the software grew, along with my excitement over the technology and the things I could do with it. The next two years I grew to realize that I really enjoyed the animation process, and seriously considered studying towards a career in a related field, such as computer graphics.

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I made my decision as I was writing my essay while I was applying to Cornell. I branded myself as CS and tried very hard not to look back. I'm not sure yet whether I made the right decision, but along the way I've