My struggle in the University was probably in the second year of the course where group project and outside activities had often drawn me out of the Campus. Being in a group with a person who has way better knowledge regarding the project , has put me off from the module directly due to the fact that it is nearly impossible to contribute to the idea being used in the project in addition to that it was already hard to follow his idea. As the result of being impatient and pungent, I set my mind to redo the whole robotics group project module in the following Third Year. Although it might not be wise knowing that the module mark will only be kept at 40% and still decided to proceed, I felt a lot happier and a lot more comfortable with the new group. With the fact that it is a joy to be together with the group members, it has been the main reason for my full contribution even in our own free time. The ease in the struggle I had have set me on another journey in the game industry when I reunited with my long lost childhood friend who always share the same interest in gaming. We have started up a small software company with the aim currently towards the Mobile Gaming Market before head on even further towards our Ultimate goal of ‘Fully-Immersive’ Virtual Reality gaming. Our first phrase is to gain budgets as well as gaining popularity in order to expand our company into the direction we want it to be. Having responsibility in both University and the company, it is a challenge to keep balance between the two. However, my main focus at this stage has to be about the final exams in May and the Imperial College application as being able to study the course ‘Innovation, Entrepreneurship and Management’ at Imperial Business School with greatly support my future with the company.