Angel Lim

James Finley

GAM-50

5 January 2019

Greetings. My name is Brian Lim, but I go by Angel. I am a computer science & engineering major here at Norco College, and have been programming for about four years. I have experience in C++, Java, and Python, and my interest in computer science lies in virtual/augmented reality research, machine learning, and computer vision. I’m taking this class for a multitude of reasons. For one, I think it’s great that our college has a game-dev program as I believe school is what you make out of it. This is especially true for computer science students since our education is so centered around taking opportunities, finding our own methods of learning, and building our own stories in the pursuit of knowledge. So, any chance where I can further interact with like-minded students and potential do great things is always plus. Second, I am interested in the skills taught in this class. I’m greatly interested in C# and the Unity engine as I believe they will help me in my VR research. I’m not sure if we’ll be going over any VR libraries in the class specifically, but I think this is a good starting point. Including that, I am currently doing a project with NASA in which me and my fellow RCCD students are trying to create a virtual environment that would help astronauts on the ISS and during EVA missions. The idea is that we would develop a simulated HUD that would be ran through Microsoft HoloLense; the code is mostly written in C# and Unity, so you can probably guess how this class would help with this project.

In terms of career aspirations, I have two goals in life. First, I plan on becoming an astronaut. Typically, one achieves this by either being selected from military test pilot school or by being an accomplished individual in a STEM field. Luckily, my second goal—to become the Isaac Newton of Computer Science—intersects with the first one pretty nicely. After undergrad school and commissioning as a reserve pilot via ROTC, I plan to direct my PhD research towards augmented/virtual reality and machine learning. This is partly influenced by my work with NASA, in which our team of students were tasked with designing a virtual environment for astronauts. I've always wanted explore space and program, but this project allowed me to vocationalize. Once I met my goals, I will work to innovate the use of technology both in space and on the ground. Being a space veteran will give me the best ideas on how we as a race can achieve this. Furthermore, I will ensure that technology will progress safely and ethically. The best way to do that is to contribute to STEM education for all current and future generations. I truly believe that modern space exploration and advanced computing technology is where our future lies.

Ultimately, I expect a lot of fun from this class. I understand that game dev is a daunting, lengthy, and sometimes thankless profession. However, I also know that it can extremely rewarding, exciting, and enjoyable. I’ve always loved videogames and having the opportunity to learn the basics of Unity really gets me going! I also hope that by the end of this class, I’ll have working knowledge of C#. Microsoft does some pretty cool stuff, and I want to be a part of it. I think my greatest wish in terms of outcomes for this class would be getting to know some of my fellow students and having the chance to collaborate with them. I won’t be graduating for another year—that’s plenty of time to get a few projects under my belt, and what better way to achieve great things than with each other?