What matters to you, and why? (250 words limit)

Video Game has been a lifelong obsession to me. I enjoy the snicker when I shouted people off the cliff in Skyrim, the revel in the glory when I first committed my rampage and became beyond godlike in Dota, the hesitation and remorse when I made wrong employment and lost companions in Suicide Mission of Mass Effect. In the virtual world, I can be all I want to be.

When I was in primary school, I played over nearly every piece of video games available that time. I got bored as my standards became more and more critical and most games would be discarded in one or two days after I picked up. So I wanted to create games myself. But I was too simple and naïve then, and game producing proved to be much harder than I presumed. So this idea was suspended.

And the suspension lasted for almost six years. But I never lost this faith of making games during theses years. It was a steady and boring time, and throughout six years of study in spare time, I gradually achieved more and more in programming. Through dreaming, an unrealistic whim became plausible; with believe, years of striving finally knocked open the formidable door of game programming. When graduating from high school, I thought time was ripe.

So I started game studio C2 with other two alumnus, all of whom have just graduated from their college. I am the youngest, but that's never a problem, for our same ambition bounds us together. More importantly, I finally get the chance to shape games that enthralled me so long. When I am working on the project, occasionally I will see shadows of childish myself lost deliberately in the golden waves of grain. But now I'm the creator, free to throw my creativity in forms of codes, and the only limitation is my imagination.

Virtuality and reality are finally getting combined.