To Whom This May Concern,

I grew up in Silver Spring, MD. Fortunately, I had the opportunity to attend good schools, make good friends, and pursue a life oriented around education and science. I was exposed to music at a young age and that quickly evolved into a deep desire to build things in, and communicate through, various mediums.

Now, I seek to develop projects that promote positive ideals and create positive results by solving real problems in the lives of everyday people. I am currently working on a game with a team of developers in Unreal Engine. I am acting as the project director, author of the lore, and as a programmer on the development team. We are taking on a large project so our plan is to polish a prototype and seek funding to expand our team and finish the game.

The story of the game is expansive and chronicles the struggles of humankind and what it means to be human and of good heart. It also delves into the deepest mysteries of the universe. In this way, I hope young people will read our stories and aspire to be kind, caring, and strong individuals like our Heroes in our stories.

This brings me to the final phase of our plan; we are going to publish comics alongside our game and past its deprecation. We hope to build a comic brand out of this, so that others and myself can build upon the lore and create a plethora of products and services from our universe-lore and its characters. After this venture ends, I plan to go back to school and study computer engineering. It is my ultimate dream to build sustainable and Eco-friendly technology to better our world.