**Please provide a short paragraph describing a project from within your portfolio in which you are most proud and explain why it is your favorite work.**

I started coding because I was inspired to make a very specific "Name That Truck" game for my son. Since I had zero coding experience, I started with HTML5/CSS3 and JavaScript with the goal of making a website version of the game. However, I simply couldn't make "Name That Truck”’s JavaScript work. At the time, I maybe had 3 months of experience coding, and writing in-browser games was a newish concept, so there weren't very many resources on what I might be doing wrong, or how I could improve my code. I was stuck. But I didn't want my dream to die...

So I learned Python. I know what you're thinking -- that seems extreme! But learning Python gave me two key advantages: Python could do everything I wanted JavaScript to do and more, and also, there were a seemingly endless number of Python resources available to me. If I didn't understand what was going wrong with my Python code, I could visit the PyLadies Wednesday night session at my local library, or I could check out a Python book designed to answer the question... at a level even children could understand. I worked through all the courses I could find online. Python taught me computer science. It also taught me that coding is an art equivalent to sketching or writing poetry.

When I revisited my JavaScript version "Name That Truck" after adding a year of Python to my tool belt -- I could code "Name That Truck". It was easy! And Apple introduced Swift, which is very similar to Python. I took up Swift and fell in love, eventually leading to my completion of the Udacity iOS Developer Nanodegree, where “Name That Truck” was my final project. Now “Name That Truck” is a real app, available in beta on Test Flight, and soon to be included in the App Store for my son and toddlers everywhere to enjoy.