**School**: Stanford

**Prompt**: The Stanford community is deeply curious and driven to learn in and out of the classroom. Reflect on an idea or experience that makes you genuinely excited about learning.

**Word limit**: 100 to 250 words

# Version 1

“Are you sure you want those components?” asked a man at the electronics store. I was a fairly confident 11-year-old, and I explained that I had watched a video and wanted to try making Tesla Coils. When he told me about Arduino, I ran home excited and immediately started learning about microcontrollers and “teaching” a device through coding. It felt like discovering magic.

I moved from single-file projects in Arduino to more complex project structures making Windows programs. My mind was suddenly blown away by how big and feature-rich software could become.

From there I experienced the thrill of discovering image processing, which opened a new pathway for computers to share analyses and conclusions in a way humans could easily interpret.

In my last year of high school, I furthered my interests by developing more complex architectures, like internet-connected apps. It was the first time I thought of software as a tool for collaboration since people could share their work and information through these platforms.

After finishing school, the candy jar of blockchain and more esoteric software, like Chrome extensions and command-line interfaces, treated me with new ways in which software could solve problems, beyond the traditional website or app.

It was this journey, every single one of these experiences, that led me to realize that learning computer science is my passion. I love how each discovery exposes me to new fields and connects me with people from diverse backgrounds.