I had been playing a new game that had just come out with a few friends, so Discord and WhatsApp were still open. Spotify was playing in the background, filling the room with music. I knew what drove me forward. I was set on what I wanted to write about, yet I was reading the lists of predefined essay prompts. It didn’t make sense, they were supposed to structure my essay, to support it, but I felt limited, I was trying to cram my topic into restrictive prompts that pointed to other subjects. I ignored that fact and kept on reading the list until I found the last one, the “Create your own adventure” of essays. Recognizing that choosing one already expressed the idea I was trying to convey, I clicked it without doubting for even a second and began writing this introduction. By the time I finished it, I already had an idea about how I would structure my very own essay.

A few months ago I had a very similar realization to the one I mentioned in the introduction, but to understand it, we have to go back to my childhood. When I younger, even before high school, I already liked taking things apart. It didn’t matter what it was, what was indeed important was for me to be impressed by what I saw inside said gadget. By primary school, all household items had been cracked open, and there was nothing else for me to see, to discover. It was then when I discovered electronics. They allowed me to marvel at the way a device worked for much longer and that generated in me an intrigue that I hadn’t felt before.

After a while of seeing how simple electronics worked, I started wondering what would happen if I combined them. That’s how some of my first inventions were born. Out of old PC coolers, I built a boat that I would follow by walking along the border of the pool. I used the vibration motors of a Play Station 2 controller to create a simple arm massager.

With time my project started combining more and more complex components, and I started watching YouTube videos for inspiration. Once at an electronics shop, buying the items I needed to build a tesla coil, a random person in line next to me commented on how what I was building was quite dangerous, and suggested I researched a name I had never heard about before: “Arduino”. It turned out to be a tiny computer that allowed me to interact with all the bits and pieces of electronics I had encounter until then. I was fascinated. I could tell the computer with words, kind of strange ones, but words non the least, what to do and how to interact.

As I delved more and more into programming I started building more complex projects, but it all started to lose significance for me. I started forming a routine that had the opposite effect on me than the one I sought when I started my journey. The routine was like so: I would have an idea, I would code it as fast as I could, and then I would almost never touch it again.

It was because I felt this routing forming, that this year I decided to become what at my school is called Project Manager. I would abstract from the technical aspect of a project, while still keeping in touch with it, and drive forward the project with ideas, with a plan for every team member.

Feeling the difference in excitement between developing short projects for myself and creating a managing a dedicated team, was what lead me to find a first few clients and create my own company, an institution that would allow me to continue doing what I enjoyed in perpetuity.