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1. I have a Bachelor of Arts in computer science, so I have a lot of experience working on teams. Three of the most memorable projects I have done are an infinite runner/platformer game that I built with two other teammates in unity and a video game database that I built with four other teammates in Python. From these projects I learned the importance of communicating openly and frequently. You can’t expect to ever be on the same page as your teammates if you don’t tell each other what you’re trying to do, what obstacles are in the way, etc.

More recently, I built an instant messaging server/client system that stores sent messages in an online database (this was also in Python). From this solo project, I learned that any bug or obstacle can be worked through no matter how confusing or difficult it first seems if you have enough time, patience, and dedication.

Even more recently, while making the Toontown application, I learned that some of the things you think will be the most challenging parts of a job may be the simplest and vice-versa. I was intimidated by the prospect of displaying the map in the GUI, but other GUI issues were giving me even more problems, and once I solved those, displaying a map and moving icon was a breeze.

1. I grew up playing Toontown. It was the beginning of a love for MMORPGs that lasted well into my adolescence. More recently, I rediscovered it in the form of Rewritten and have had a blast walking the silly streets (including Silly Street) of Toontown, making friends, growing my toon, taking care of my doodles, and more. There’s a magic to MMOs – And to Toontown especially, in some ways – that you can’t find in normal single player games. Exploring a world populated by characters just like the ones you’re playing and meeting real people in said world is a very special experience. This is especially true in Toontown because the game makes cooperation especially easy and necessary. In some MMOs, you and another player can hack and slash enemies near each other and pretty much ignore one another. In Toontown, battling and progression HAVE to be a social experiences. In some MMOs, I have to go out of my way to be social. In Toontown, I would have to go out of my way not to be.
2. I may have gotten my degree in Computer Science, but my heart is much more creative than it is mathematical. I love making art and telling stories, and one of my dream jobs is developing video games. The chance to help bring a game I loved as a child to life is a dream come true!   
     
   Even when I’m not working on a video game, software development is still really fun. I enjoy analying project requirements, planning systems to meet the project needs, breaking down the system’s components into objects, and implementing my solution. Seeing a program come to life and do work is incredibly gratifying!  
     
   One of the major formative experiences that led me to want to develop games is researching game design principles as a kid. It began with me passively watching youtube videos on the subject, and I quickly fell in love with the art of crafting interactive experiences. I would find myself reading articles or watching videos about game design during my spare time (and sometimes when I probably should have been doing homework) and taking notes on design and animation techniques while I played video games. I keep a file of ideas for interesting mechanics and innovative ways to use the medium of gaming.  
     
   I also had formative experiences in my creative writing classes. In high school, my creative writing teacher encouraged me to question my paradigms and really notice the beauty in the world around me. He also taught me that artists should strive to make others better through their art. I think Toontown fosters cooperation and communication and provides a safe and light-hearted environment for people to practice social interaction, especially in their younger, more formative years.