**INTERACTIVE ENTERTAINMENT @ UPB**

**GAME DESIGN STUDENT QUESTIONAIRE**

NAME: Agustin Diaz Fernandez

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GRAD YEAR: 2010

MAJOR: Postgraduate Student

GAME DEV SOFTWARE SKILLS:

Little experience on Unity

Decent experience on GameMaker

LAND SPEED RECORD: no idea

ALTITUDE RECORD: again, no clue :)

FAVORITE BOOK(S): El Gran Laberinto(Fernando savater)

FAVORITE MOVIES(S):Final Fantasy VII Advent Children / Sakasama no Patema

FAVORITE GAME(S): God Eater / Monster Hunter:Fredom United / Devil May Cry 4

Gravity Rush / Zero Escape: Virtues Last Reward / Halo 3 / The 3rd Birthday

FAVORITE FOOD(S): Meat / lasagne /Hamburgers

WHY DID YOU TAKE THIS CLASS?

Well, Mainly because there is not time to stop, there is no time to think, we have only 2 more years.

obviously because is what I want, I want to learn more about the making of games, so this is the first step.

WHAT ARE YOUR CAREER GOALS?

I Just want to be happy doing what I love, while I keep doing what I love.

WHAT ARE YOUR FAVORITE INTERACTIVE EXPERIENCES? :

ehhhhhhh not sure if board games count in here, if so, I love playing Risk with people I know.

if is not that then I cant think in anything.