The most difficult encounter for me was Kel'Thuzad in Naxxramas from World of Warcraft. This fight, among many, took all of your concentration. Naxxramas was highly regarded in WoW, and this being the last encounter, it had all the tricks. Random dots, random aoe on the ground, adds, spacing requirements, raiding healing stress, a good fight! Obviously this boss dropped insane loot that would help us progress, a lot was on the line. The night we killed Kel’Thuzad, I can remember how quiet it was in vent. The moment the boss died, I will never forget the uproar.

The most enjoyable raid encounter for me was Ulduar from WoW, more specifically, KT-002 Deconstructor. I loved the difficulty of Ulduar. Our guild at the time was just a group of normal raiders, but we thoroughly respected every advance through Ulduar we could achieve. This fight was my favorite because it was the “gimmie” fight. Yeah, it was the easy one of Ulduar, but the glory for me was the fight to the top of the dps charts. I say fight, but I always won. Like I said, we didn’t raid too much at the time, but it was a thrill for me to not make any mistakes and win the meters.

I have always entertained the idea of a rogue tank. Where others didn't think it was possible, I made it possible (as others may have too). The point is, a stalker support is a real thing. I wouldn't hesitate to give it a shot.

Others would describe me as the dps that does his job without talking much. Also, however, respected as skillful because of his ability to PvP. As much as I just enjoy "gaming", I think most would see me as competitive. I am a full time student, an expert at learning, and my main source of community is through gaming which I think others (like-minded) would appreciate.