Why am I interested in Lion and what am I trying to get out of it.

Modern infrastructure and technology that society operates upon—from data engines that filter and shape the way we view the world to the national safety of our citizens upheld by the Constitution—are the novel patchworks built from streams of digital units, or a programming language. Learning how to program different forms of digital technology is essential to understanding how the world functions. What I am most interested lies mostly in the entertainment sector—in fashion but mostly in gaming. I have always had a passion for gaming, watching the latest trailers of every trailblazing game company’s newest releases and appraising the game mechanics out of every other feature in a video game. Some of the greatest ones have inspired me to learn how to create my own that introduces and revolutionizes gaming algorithms that will attract both hardcore fans and new fans alike in any given franchise--RPGS like Final Fantasy with its recent experimental battle system or fighting games like Marvel vs. Capcom and Blazblue whose unique gameplay mechanics represent the titles themselves. I hope to be able to pick up the basic skills necessary to eventually catapult myself into the gaming industry, and continue on my journey of acquiring more technical knowledge in order to help create games of the future—converging towards VR that immerse the players in stimulations of alternate realities. Though this does not alter society’s needs, it creates mutual enjoyment and opens doors to creativity that are not only the projections of the creator’s imagination, but are experiences shared with viewers/gamers as forms of discovering one’s innermost desires as well as metaphors for how we see the world today.