AS Physics Autobiography

My name is Max Alfano-Smith; I was born on January 9, 2000 in Stanford Hospital in Palo Alto California. I spent the majority of my youth either playing video games or reading comic books. Growing up, I was never an athletic child, so I chose more intellectually stimulating choices of recreation (I am aware that some do not deem video games and comic books intellectually stimulating, but I disagree). My parents met while attending Brown University and both hold PHDs; my father got his at the University of Southern California in Applied Mathematics and my mom got hers at Stanford University in British Literature, so suffice to say academically I have some very big shoes to fill. Two more recent hobbies I have picked up in the last two years are coding and a card game called Magic the Gathering (mtg for short). Both have become the two biggest aspects of my life outside of school. I had always wanted to be a coder when I was younger, but it never really clicked for me until 9th grade when I decided I wanted to go into AP Comp Sci knowing the material. By the beginning of 10th grade, I was quite adept with Java, and by second semester I had dropped my foreign language class (there’s a longer story there than just the allure of Comp Sci) so I could T.A. an earlier period of AP Comp Sci. I still continue to code in my free time, although in the past two weeks I’ve had to scale back significantly due to school. My other recent obsession is mtg, which is a collectible card game that is best summed up as a mix of chess, poker, and baseball cards. I’m very addicted to it, and my card collection is worth far more than anyone should have tied up in glorified card stock. I’m very excited about taking physics this year because one of my favorite things to program are games, and I’ve always wanted to write physics into them but I’ve never understood the subject matter well enough to convert it into successful code.