My landing into the software industry was not something I foresaw until recently. I did not initially think of myself as a programmer, or at least the young Edward did not. At the time, I was enchanted with a different kind of technical creativity. My father was a boastful and successful electrical engineer who was very valuable for his ability to troubleshoot modern printing presses. He was always working on something at home. At the same time, I was seeing side character inventors creating crazy gimmicky things like the “Bathroom Buddy” in *The Gremlins* and the shrinking machine in *Honey, I Shrunk the Kids*. My father’s success provided a role model, but these silly failed movie inventions were truly inspiring to me as a child. I knew what I wanted to do: I wanted to create stuff to help people. Even if my career discovery teacher did not approve of it due to not being listed in the Occupational Outlook Handbook, and even if the people that I ended up helping could be counted with just my fingers, I wanted to be an inventor.

As the times changed, I began to need my own personal computer. In sixth grade, I got my first machine: a 1GB Acer Netbook. It was an objectively terrible system, but I was hooked. For some reason, all the time I spent with that computer earned me the title of family tech support. I blew it out of proportion and claimed to be able to program. Needing to be able to back this up, I got into ROM hacking. I was ripping and rescripting Pokemon and Super Mario Bros cartridge images. This would eventually evolve into Minecraft modding, which opened extending games up for me for many other titles. By the time I had to figure out what to do at university, I had already seen the insides and messed with a lot of consumer software. I had essentially become a programmer on accident, but I liked it. For this reason, I chose to pursue Computer Science (the closest thing to Software Engineering) at Louisiana Tech.

While I studied, I continued working on extending games. I eventually branched out to contribute to the open source web-browser project, Netrunner. Soon after, I began work as a contractor with Fenway Group, LLC. During my time with Fenway Group, I have worked with companies small and large, ranging from small companies needing quick single-purpose applications to Fortune 200 companies needing complete overhauls of portions of their internal enterprise architecture. Outside of that, my interests are widespread as I enjoy software development in general. I started an open source project for easily expressing cellular automata, called Libant. I developed a bit of a passion for game design as I was modding games in high school, so I am currently working on building one with equally passionate friends. I also like to build themed websites for people. I have worked on blog sites for the Episcopal church and am currently working on the personal websites for me and my wife.

The idea that I had of myself as a kid is still there. I see myself as an inventor, but the implementation of that ideal has evolved as I have grown. I am still an innovator, I just happen to be particularly good with software, and I want to continue to get better. I hope to eventually break into research so that I can get very close with the fundamentals of the technology that I work with and begin working on materializing the ideas in my head to help people. In the end, I feel that I am going in the right direction – and I am still on the path towards helping people.