Finding Your Clay (cont'd)

Why am I a videogame developer?

Since young, I loved creating games. There's just so much creativity involved, ranging from art, music, and gameplay. Plus, I loved playing videogames. Even now, games that I often play, such as Geometry Dash, have inspired my own games. It's a nice fulfilling cycle, where playing games helps make the building process of your own game more enjoyable and relatable, and making your own game makes you appreciate how your favorite games were made, making them more enjoyable as well.

Currently, I have made many video games. I would personally say my first ever "real" videogame was back in middle school. The game was one of those typical "clicker" games, where the goal is to click an object, (in this case being a moon), and then buying upgrades that makes clicking more efficient. When I showed it off to my classmates, they loved it. It was so addicting that some were playing the game during lectures. This scene, with emphasis on user enjoyment, is another reason why I'm a game developer. It really brightens my day to see someone like what I've made.

Transcription: Finding Your Clay (cont. x4)

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