

My inspiration in designing games is drawn from games that I played in the past. Personally I have always preferred first person shooter games. The way first person shooters immerse you into the environment by placing in the shoes of the main character has always been the biggest draw towards that style of game for me.

The majority of life I have been an avid gamer. When I was a kid my uncle used to look after me while my parents were at work. I would spend entire afternoons watching him play games such as Quake, Duke Nukem, and Everquest and be completely drawn into the game, even though I was just a spectator. As I grew older and started playing more games instead of just watching my interest skyrocketed. While other kids were outside playing I was inside in front of the family computer playing games. My weekends were spent lugging my computer between friends' houses where we would LAN whatever the latest game of the time was.

Even though my area of specialty is creating 3d objects and building worlds, I believe that there is more to game design other than making everything look pretty. Without a good story and setting a game is just that, a game. My philosophy on game design is not to just make games, but to create worlds. My style is inspired from the world around me, and therefore is subject to change. I have always had a very broad and open mind, so I believe that because of that I am able to possess many styles.