

I have always been drawn to the immersive world of video games, an industry whose global market is expected to be worth billions and more as years progress by. I am impressed by how the industry continues to innovate and expand, connecting people all around the world. Being an enthusiast myself, I love the various emotions which video games can stir: the terrifying experience of a zombie chase, the sense of awe while exploring fantastical worlds, the frustration of losing against the same boss over and over until you finally beat them, the generations of games that have been created never cease to surprise me in their own way. As I got older, I realised that merely playing games wasn't enough, so I wished to learn about the creation process, and above all, I wanted to contribute my own ideas. Which is why my goal is to become a content designer, specifically to learn on how to make professional story arcs, write character lores, item descriptions, mapping out content(s), etc.

I decided to expand my knowledge at university level in the UK, currently the 5th largest video game market with over 32.4 million and more consumers. I believe that a game design or programming course will give me the chance to convert my enthusiasm for playing games into knowledge about the creation process, allowing me to develop my skills as means of communicating my ideas. I hope to learn about the real-life application of game design theories while exploring the wider context such as the cultural impact and history. However, I know that I can do better, which is why I want to expand my knowledge and gain more experience with game engines and other professionals from any company that I will work with to improve myself, along with looking forward to being introduced to the latest programming advances. I am also intrigued to learn how storytelling can evoke powerful feelings, making games memorable. I have always been impressed how games such as Grand Theft Auto remain successful through generations as they improve on certain features, yet manage to stay true to key recognisable components. Finally, I am keen to use my creative side while working with people who share my interests, in order to bring our ideas to life.

I have currently finishing my studies at Middlesex University where I have learned the basics of game design, unfortunately the 5 years I have spent learning were not enough for me which is why I hope I can learn much more useful skills from other experienced workers from other companies. I have also done an online course for Gaming and Animation in Serbia for a while to gain additional knowledge and info just to boost my experience up a bit. In addition, my challenging courses have allowed me to realise my qualities and helped me decide what make me suitable for what position. Firstly, I am confident with using technological tools and pick up new skills quickly when given enough time. I am able to present my ideas to large audiences, and while I am accustomed to group work, I am also self-motivated. Finally, attending an international school has made me aware of cultural diversity and taught me how to adapt accordingly.

In my spare time, I enjoy playing League of Legends, which I admire for the captivating lore, or Souls games such as Dark Souls, Blood Borne, Demon's Souls, even Elden Ring! These are the games that I admire very much because of the head of FromSoftware, Hidetaka Miyazaki. His scriptwriting of creating vast worlds truly made me respect his work, which is what caused me to strive to become like him. I enjoy watching Black Mirror which focuses on technological advances and underlines the ethical issues of both the constructive and destructive effects on society. I also write my own character lores and currently self-training on how to write about environments. I am a fan of some TED talks, like for example Jane McGonigal's discussion of visually stimulating games which are scientifically proven to alleviate symptoms of PTSD. To date, my biggest achievements are the fantastical stories I have written which I hope to get published one day, a blue belt which I earned while training Aikido, the years I have trained in swimming and one full year at kick boxing. Finally, I am fluent in three languages and plan to learn Japanese sometime in the near future.

Upon finishing my studies, I hope to be employed by any game company where I would use the knowledge and skills gained during my studies to become a valuable addition to the production process of video games which will affect society in major ways. I would hope for some of these contributions to be platforms for inclusive and positive social interaction, immersive and exciting experiences for consumers, or even improvement to people's mental and physical health, hopefully one day work at FromSoftware to show what I have in store.