1.If anything was possible, what would your dream job be, and why?

My dream job would be working for a game development company like Ubisoft, Bandai Namco, Santa Monica Studio, or even Kojima Productions. I have liked playing games ever since I was a kid. They fascinated me, for you could play any type of game. You could be a human fighting other humans or monsters, you could be a fighter trying to save his kingdom, you could be a special agent trying to save the world, or you could be an explorer, building anything you want. That kind of diversity made me very interested in games, how they worked, and how they are made. A lot of work is put into a single game, for example, one game I really liked since its announcement was Legend of Zelda: Breath of the Wild. It was a game that took 5 years to develop, and because of that amount of time spent, including the efforts and brains of the team responsible for the development of the said game, it won the Game of the Year award in 2017. I want to be a part of it someday, to be in a game development studio, to be with a team that'll produce games enjoyable for the target market, and maybe, win Game of the Year.

2. Have you ever experienced a stressful situation in your past workplace (college if fresh graduate), what was it and how did you overcome it?

One of the most stressful situations I have ever experienced was in the 4th year of college. It was during the last 2-3 remaining months of our class. The final defense was coming up and we had little to no time available to dedicate to our thesis project since we were also occupied with finishing our OJT. That, coupled with our field trip to Cebu made things even harder for us since we could not work on our thesis while we were on the field trip, we could only develop the code and theorize that it would work once we uploaded it to our device. I struggled multiple times, had silent breakdowns, but the one thing I did every time, even when I was at my lowest, was to keep pushing. If I broke down and froze up, it would make everything we did up to that point useless. So instead of giving up, I told myself that it's just a couple more pushes, a little more and we'll be done and have nothing to worry about. In the end, everything worked out and our thesis was approved.

3. In your previous position, what task did you find most challenging and why? What task did you enjoy most and why?

Developing the device and getting it to work exactly as intended are two separate things. You could develop a device easily, provided you have the knowledge to do so, but to constantly improve it and work out the issues, it takes time, a lot of it. Time wasn't a luxury we could afford due to poor planning in our course curriculum. We had the OJTs, field trip, and our thesis in 1 year. That is not supposed to be, because it would consume the time we could dedicate to our thesis, on other things. But what's done is done, it's all over now, although it made me learn time management in the process. As for the thing I enjoyed the most, it was during OJT. We were tasked with developing a database from scratch. Although the process was long and spanned the entirety of our OJT, it was very enjoyable since our instructor was teaching and guiding us, letting us do research and also pointing out the errors in our work, like with how we are being trained now. I find it enjoyable and a very good learning experience to do something, make mistakes, and learn from them.

4. How would your previous managers/coworkers describe you?

Sir Jehiel would call us fast learners. Not because we were smart or really good at code, but rather because every time we were done with our meetings in MS teams, we would get to work immediately. Researching the section of code that was needed, testing it out, then reporting the results and making proper documentation. As for my classmates who were also assigned with me at the same workplace, in case they couldn't understand what was discussed in the meeting, we would make time during the afternoons to develop the code, letting them do the research and hard coding the database. That way, even after we are done, or in case we aren't around anymore to help them, they can help themselves to write their own code, test it out, and also check what part of it could be made shorter. Overall, it was a very good learning experience for us, because it gave us a glimpse of what we would be doing in our course's line of work.

5. What personal or professional accomplishments are you most proud of?

A personal accomplishment of mine that I am very proud of was the establishment of our college esports club. I named it the Python Esports club, after the Python coding language, and also because the CHMSU-Alijis campus was the College of Computer Studies, so it was a really good fit. I am proud of it because ever since I was a freshman, I have always wanted to join a club that was esports oriented, sadly CHMSU didn't have one in the past, and because of that, I strived to make connections with the teachers, in order for me to gather the necessary information and support required for establishing a club, and there it was, 4 years later, before graduating from college, I made it possible. The club was also the pioneering esports club out of all the CHMSU campuses, something which I am also very proud of, and the club is also part of AcadArena, which is a nationwide esports organization geared towards helping fresh esports clubs in their respective schools and campuses. It makes me very happy, that even though I didn't make an academic achievement, I left my legacy in another form.