

**ARTIST STATEMENT**

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The work that I do is highly influenced by the media I consumed growing up. As a kid I was constantly enamored by video games and their ability to make me fall in love, bawl my eyes out, fall in love while bawling my eyes out, and just feel like I've spent my whole life heroically carrying the burdens of a beautifully fictional world and its beautifully fictional people. Being at the emotional mercy of a game was something that stuck with me as I navigated my way through elementary, grade school, and even now in college.

"What do you wanna be when you grow up?"

I want to become an artist.

"Are you sure? What does that even mean?"

I honestly don't even know.

And even now, with a bunch of art-related associate degrees under my belt, I still don't know. I just really want to make cool experiences that move people and make them feel things - sad things, happy things, all the things. In the pursuit of poking at peoples' emotions, narratives and interactivity embedded themselves at the core of my creative expression. And it was thanks to that, coupled with lots of reckless ambition and drive to push the envelope just a tad, that I was able to start finding my voice as an artist. If you're reading this, you're probably looking at a piece of that voice now. And for that, I give you my biggest thanks and sincerest appreciation.