

# How did you first discover Unity?

I first discovered Unity while exploring virtual reality experiences in New York at Tribeca Film Festival. The minute I took the virtual reality headset off, I said: "This is the kind of content that I want to be creating." And they said: "You need to be familiar with Unity." In my day job, one of the things I did was create architectural blueprints as an assistant. I had a co-worker tell me, "Have you heard of Unity? It might help you with creating architectural walkthroughs for your clients". It just blew my mind, I thought it was the coolest thing ever.

So I first discovered Unity almost 10 years ago. We were developing a lot of indie videogames and we would go to places like the Game Developer Conference and we just started seeing Unity around, it was being recommended to us, we just thought there was a really strong community that was forming around it. I started working on Unity in my final year of uni. The project was to make a game and we were taught how to use Unreal Engine, but I started realising that the Unreal Engine is quite limited, so I started Googling, "What can I use to make a videogame?", and then BOOP! there comes Unity to save my life.

I was working on an animation project called Chuggington. It was a pre-school cartoon series that had 3D train models and we were able to use Unity to leverage the existing animation that we were using for the cartoon series and then take those models and put them into an interactive app that we were working on. The first time that I discovered Unity it was about five or six years ago when I wanted to create the idea of Code to Inspire, so I was going around and asking people in my network about what kind of technologies makes sense for us to add in our curriculum, and a lot of them actually were using Unity in their companies.

So I first discovered Unity when I was in school, when I was studying for my Bachelor's degree. Actually, one of my teachers who is currently now one of my colleagues here at Unity, she was the one that introduced it to me. I first discovered Unity when I was attending New York University Tisch School of the Arts. Oculus had started a programme that encouraged students to create VR content, so that was when I was first introduced to the various game engines that existed.

When I looked at becoming a game developer, I had no idea of what I was doing, so I literally just went and did some searches on 'best engine for game development' and of course the first one that popped up was Unity. It was clear that Unity was the most beginner-friendly engine. I first discovered Unity early on in my career. I'd been in the games industry for a couple of years, but we really wanted to experiment with something, me and my friend, in 3D, and Unity was out there and it was totally free to use. We just kind of booted it up and had a jam and it was really, really fun, and I could do my art stuff and then he could play around with it on the code side, so just a fantastic, easy-to-use tool.

