

# How did you feel when you first opened Unity Editor?

Opening the Editor was hilarious now that I look back at it, because I opened it and then I went, "No", and I closed it. That was my first experience, I looked at it and I thought, "I don't know what this is, I have no idea where to begin."

Because you have all of these little boxes, you have all these different tabs, and then you click on the window tab and there's more tabs, and you're like, "What do I use all this stuff for? I don't..."

It definitely didn't look like anything that I was familiar with, I had a really hard time navigating the menu. It was intimidating for a long time. When I opened it up for the first time I was still very young. I would say it was a little scary but that went away very quick.

I love learning new things, it's always been something that I really enjoy doing and I love anything creative. In fact I still have the first project I ever made where I managed to make a grey cube move around the screen with the arrow keys. I was super excited about that because I'm like, "I've made a game!". It was just really exciting to be able to get whatever ideas were in my head down onto the screen.