Alex: I think playing video games offers an experience like no other, you're living out the fantasy of playing a character, saving the world, saving the galaxy, it gives an outlet for imagination that you can't really get anywhere else. I'm Alex, I work in Austin, and video games are pretty much my life right now. I loved playing video games as a kid, but I never thought I would be working as a career. While growing up I wasn't allowed to play video games funny enough. I would often be borrowing a friends computer. Finally my parents realized that they could no longer keep me away from playing them. My mom told me, "If you want to play video games you have to do something constructive with it."

I went online, saw that there's this game movement going on called Mods. They take existing games and turn it into something else. It was a hobby, around the later years of high school I developed an interest in photography and I soon realized maybe art is what I wanted to do. I just decided to look at colleges, I looked out of state but most out of state tuitions, they're really expensive. My parents, they weren't the most financially stable, I decided to apply at the University of Houston. They provided fantastic financial aid. The instructors are great, the classes were fantastic, but I put more focus on video.

Outside of school I would shoot footage of my friends, maybe cut little videos together. Unfortunately U of H didn't have film classes. It was almost like a midlife crisis to a degree. Did i want to stay with graphic design, or photography? Does this school provide everything that I need?

I discovered the University of Texas top film program. I got rejected, I was shocked, I didn't know why. They told me they unfortunately did not receive my transcripts. I didn't want that to stop me so I had to wait another semester. At U of H I got most of my core classes out of the way, the school is a lot more affordable. Finally when I got in at the University of Texas it was absolutely exciting. I think I was a lot like the other students, I thought I would become a great director, even a cinematographer. Soon I discovered that they provided classes for animation, and motion graphics, which is pretty much what is used in video games. That reminded me of when I was playing video games as a kid, how fun that was, how creative it was. It just brought me back to those times where I had a real passion for it. I knew these were skills that I wanted to cultivate and work on.

UT set up an information session with a big video game studio called BioWare and they produce some of my favorite games. They focused mostly on stories, which means role playing games, RPG's, Baulders Gate, Dragon Age, Mass Effect, Knights of the Old Republic. They were recruiting for open positions. I applied right away and finally got that fateful phone call that told me I'm in. Working at BioWare is just unbelievable, it's almost like it's a whole different world. You play games for a living.

Welcome to my desk, check it out. I bet you want to see what the rest of the studio looks like so let's take a look. Hey Toby, what you up to?

Toby: Making magic everyday.

Alex: Everyone there has the exact same interests as you, you just see Foosball, game rooms, BioWare is fun. I make all the videos that you see online from the trailers, to the behind the scenes video. For a young video producer being right out of college you make a pretty good salary. Let's check out the audio team. Hey Danny, so what are you working on right now?

Danny: Awesome epic death sounds.

Alex: Working at BioWare is definitely a dream come true. Finding the right college can be a very difficult process, it's not exactly a set path. Take some time, really find out what would make you happy and what you would really like to do. Don't give up.