

**Name:** Anas Gherfal

**Project Title:** Video Game Developer

**Company:** A Free Bird

**Industry Sponsor:** Godni Amir

**497 Instructor:** Monika Sobolewska

For my internship, I worked as a video game developer at A Free Bird, a non-profit arts education organization dedicated to helping young people, ages 4–18, affected by cancer, fight their disease through the therapeutic benefits of arts education. They are also planning on releasing an educational video game that consists of mini-games about the world of art and art history, and that was the project that I worked on. During my internship, I spent most of the time learning Unity, which is the game engine that they use to develop the game. It was challenging, as it was my first time using the game engine Unity. In addition, I worked on improving preexisting features and adding new ones to the game.