

I always wanted, as a child, to be a scientist. I had the idea I would enter the woods and explore nature in order to make new discoveries about the world we live in. Even if that was just my child idealized idea, by the time I entered high school I knew I would really have to choose what I would do for life. At that time I had a lot of contact with computers, and that always made me wonder what was behind those machines that make all those applications come to life in ways that were unimaginable just some years before.

The evolution of the technology taught to me by my parents and by my own experience made me fascinated. At the first year in high school, my school used to offer courses to students that were interested in know more than what was in the classical schedule, and among chess, math and some others classes, I choose to take programming classes. When the classes began, they splitted it in two different types: robotics and programming. Choosing only one of them was difficult because I liked robotics very much, but as I simply loved softwares, the programming course was the one I selected.

One year later, the classes were over and the final product was a game that the students developed together. With only one year of parcial study, it wasn't a completed structured game, but it's something I keep proudly until today, as the result of my own work. The following year I still wanted to go beyond the regular classes, and as I loved arts and drawing, and had informal drawing and painting classes since I was a child, I decided to enter to a drawing school concomitantly with the regular school and made the Fundamental Artistic Design course.

After that, in the end of high school, due to those earlier experiences, I knew I wanted to do something related to computers and machines, and something that I could use logic and mathematics but still use my creativity to give life to basically anything I could imagine. And when I met the Computer Science course, I was in love with the idea that I could actually be the scientist that I dreamed to be when I was a child, and discover new things about this new technological world that is evolving around me. So I applied to UFMG, the best university in this area in my country according to the Brazilian Ministry of Education, passing in first position in the admittance test.

In the university, moving over to learn more and actually produce things with my knowledge, I joined the junior enterprise association, where I had the opportunity to go to new workshops and learn how to work in teams. It was a great experience as I move through the charges in the enterprise: Trainee, Developer and Communication Manager, but I decided to abandon the junior enterprise when I got the chance to work with something I liked but had to leave a long time before: robotics. I passed in an admission test to a government program called 'Young Talents to Science', in order to receive an undergraduate research scholarship in robotics, and entered the Vision and Robotics Lab (VerLab) in the university. There, I worked in the mobile robotics area, and could learn to program robots - merging, then, the two fields I liked the most.

In this semester, my scholarship is over and now I have the chance to know other areas I got interested during the course. I have also this new opportunity to spend a year studying in a worldwide recognized university in United Kingdom, land of a millennial history and culture. The chance of living in a completely distinct place and having different habits, from food to language, would change my world perspectives since I would gain in personal growth and academic uplift.

Making this interchange would mean to me the chance to be able to make the perfect cross between the techne granted by this great university with the inspiration of the beautiful new culture and country that I will be immersed, creating in my eyes the art of the new science and technology.