AUGUST DEWINKLER

Personal Statement
Master of Media, Technology, & Entertainment

I am a career student, and I have realized my future potential in the public sector as a professor or in the private sector as an architectural visualization artist for urban design projects. I have also learned that there are many surprises that happen along the way to achieving goals and aspirations that has helped me to remain open to other possibilities that may be presented for alternate career choices. All my life I have been able to adapt to computer software programs with ease and know that this may be my calling to help teach others what I have learned through experimentation.

Upon entering college for my Associate of Arts in Architecture (1988 to 1992) from Broward College I quickly learned AutoCAD, the standard program for the building art industries. Furthering my studies with a major in Landscape Architecture (1993 to 1997) at the University of Florida, I continued to develop my skills creating 3D computer perspectives to present my conceptual designed projects. I was fascinated with the ease of deployment to create these multi-dimensional projects that I became a sought after employee for many firms needing expert technicians in creating their projects. From (1997 to 2003) I worked in Atlanta, Georgia and in South Florida creating resorts and residential communities from the Hawaiian Islands to the Virgin Islands. Realizing my passion for landscapes in the private sector, I created Life-Scapes (2003 to 2010) a Design Build company in which I used all my learned experience from working with others to create masterful conceptual designed residential landscaped projects. I expanded my company into the Virgin Islands where it dissolved due to the real estate economic crash.

I returned to South Florida for college and entered into Florida Atlantic University's Bachelor of Urban Design program (2010 to 2013) and graduated August of 2013. During this time I started to re-explore the new programs available in 3D Design such as Sketchup and Maya. As an extra credit course I took "Fundamentals of 3D Computer Animation" which I thoroughly enjoyed and realized that I had drifted from my love of creating stunning architectural urban design projects. As I am now ready to embark for a new degree in Media, Technology, and Entertainment I know that with my hard working ethics I will become an integral member of this program.

I believe that the education process is about an exchange of ideas that are brought about by methods instilled by our professors, but it is often the discovery by students that not only educate individuals but bring about change to our ever changing environment. Am I about this change? I think I am, as I am currently developing an idea for my Master's Thesis on "Digital Urbanism in Interactivity: Performance Architecture" in which I will include an interactive multimedia event with a focus on the new media of Architectural Projection Mapping. I hope to be accepted so that I can create and implement new ideas that will shape our future and enhance Florida Atlantic University's College of Arts and Letters Graduate Program of Multimedia Studies and Communication in Media, Technology, and Entertainment.