

# Statement of Purpose

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When I was a kid, I was always happy about what I would build; I could do it for hours. My creations would fill me with pride; so much that I had to show my parents every time. My hands and imagination have always been especially important to me from a very young age. My grandfather, a self-taught electrician, would show me how to draw schematics and plans, he instilled how everything around me was a tool, and that I could create anything out of everything. As a kid I never received a video game as a gift, but rather, Tinker Toys, Lincoln Logs and Legos. I loved to create, somewhat of an engineer at a young age. Now, I'm on my own, trusting that what I have studied and encountered will take me somewhere in life.

During college I learned that engineering was not the field for me. I've always had a fascination with mechanics but I didn't like the fact that I was restricted by numbers, calculations and laws. A counselor suggested art, this was my turning point, and I have not stopped creating since. Who knew with some basic knowledge of art I could make really nice pieces and I found the most rewarding challenges from my projects. Not through solving math problems, but getting down and dirty and building something beautiful with my own two hands. Eventually Graphic design became my focus, but I couldn't help but to explore other traditional mediums. This completely blew my mind; to be able to combine traditional art with digital, gave me the most liberating feeling. I knew I was in the right place, I belonged as an artist.

In my family, art goes back generations. From tattoo artists, to musicians, actors and architects; art runs deep. It is important for me to not only continue the art tradition for my family, but to also become another successful Latino in the arts. There are without a doubt many successful Latinos today, but there are fewer in the fine arts and if I ever earn an MFA, as I hope, I can see that other young Latinos receive that extra push towards the arts.

Working with technology on a daily basis, it's inevitable for it to influence my work and personal projects. Society has already started moving into a digital age, where technology is integrated into nearly every facet of life. As a graphic artist, these facets should at least look good and be functional and I have applied that ideology to all that I create. I love merging form and function together, but I feel I need more exposure. I need a place where I can explore the deeper connections that art and technology can create. I can make personal pieces all I want, but I want to make art that actually means something to others.

The Digital Media Art MFA program at San Jose State will allow me to develop more skills and further explore my creativity, moving from graphic design towards a hands on experience. I have a desire to learn and experiment and it is this desire that has led me to San Jose State. Without this program, I would not be able to reach my goals as a more rounded artist and eventually a teacher of art. Being able to influence others to break out of their boundaries is a dream I carry with me and the Digital Media Art program will allow me to accomplish this goal.

Recently, I spoke to a mentor of mine, within the same field. I asked him if it was a good idea to go back to school. He asked me what sort of role art played in my life. I told him that I was infatuated with creating, but didn't know why. But that's not true, I know why, I get to sit alone for hours and create, really happy with what I'm making, and I actually still show it to my folks, but now I can show my art to the world through technology.