

Spark Scholar Spotlight



Mario

12th Grade

“I felt that students needed a push so I came up with quarterly competitions around Roblox.”

Current Work



Artificial
Intelligence



Game
Development &
Design

Rowan-Salisbury Schools

Mario is a senior and nearing the culmination of his SparkNC journey, which has led him to explore **Roblox, create AI models, and master Python**. Having always harbored a passion for gaming, Mario now channels his expertise through SparkNC, where he serves as an intern, **aiding his peers in game development**.

Mario recognized a gap between his peers' creativity in game modeling and their ability to complete a new game design, so he took initiative to help them out. He **introduced quarterly competitions**, the latest being a Winter competition challenging students to craft captivating winter scenes.

Currently engaged in Units such as *Coding with Roblox*, *Build an AI Model Level 2*, and *Oracles and Prophecy: Chance and Fate in Video Games*. Mario continues to **expand his skill set** and contribute to the vibrant world of game development.