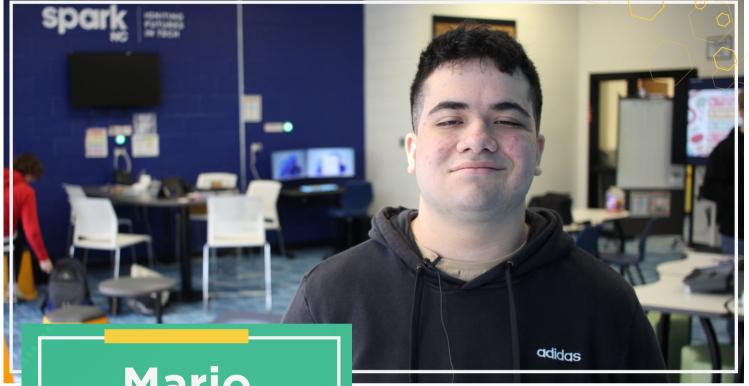
## Spark Scholar Spotlight



## 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 8
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 Al 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.



