



1

00:00:02,330 --> 00:00:13,200

[Music: Chopin's Fantasie Impromptu]

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00:00:13,200 --> 00:00:17,119

My name is Gabriel Apaza. I live in Northville, Michigan.

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00:00:17,140 --> 00:00:24,020

I am currently attending Michigan State University getting a major in computer science and engineering,

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00:00:24,040 --> 00:00:27,320

and I'm minoring in mathematics, and I'm a rising senior.

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00:00:28,460 --> 00:00:34,920

My name is Philip Lu. I grew up in Hacienda Heights, California. And right now I'm actually going to UCLA

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00:00:34,920 --> 00:00:36,480

for my Ph.D. in physics.

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00:00:37,100 --> 00:00:41,580

APAZA: I've been playing classical piano probably since about the age of 6,

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00:00:41,580 --> 00:00:45,020

and I've been taking lessons from a local piano teacher

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00:00:45,020 --> 00:00:47,580

until I was about 16 years old.

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00:00:48,240 --> 00:00:51,420

LU: I started learning piano when I was about 4,

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00:00:51,500 --> 00:00:57,340

and I had a piano teacher until I was maybe 13 or so, but then

12

00:00:57,420 --> 00:01:02,780

I decided to just focus on my studies more, so I stopped taking lessons, but I've been playing ever since.

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00:01:04,780 --> 00:01:08,860

APAZA: As a Goddard intern I'm working on a project called TAT-C,

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00:01:08,860 --> 00:01:11,360

which stands for the Trade space Analysis Tool for

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00:01:11,360 --> 00:01:15,520

Communications, and that's just an application that allows end-users to

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00:01:15,870 --> 00:01:20,630

decide which space mission is best for what they want to accomplish. And my role

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00:01:20,880 --> 00:01:23,689

personally on that project is, I'm a software architect.

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00:01:23,790 --> 00:01:30,559

So I just use different design patterns to put together different pieces of software that makes the application

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00:01:30,960 --> 00:01:33,080

easier to maintain and easier to use.

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00:01:33,360 --> 00:01:39,590

The most exciting part about this project is actually seeing the project implemented into real life and

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00:01:39,810 --> 00:01:42,650

Seeing real science being used with TAT-C.

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00:01:45,080 --> 00:01:52,180

LU: My project is on microlensing. So microlensing is based on the principle that gravity bends light around it.

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00:01:52,440 --> 00:01:57,340

So when you have a star or a planet moving in front of another star,

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00:01:57,340 --> 00:02:03,100

it makes the star behind it brighter. And by just looking at how well it gets magnified we can infer

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00:02:03,640 --> 00:02:08,040

characteristics of the planet or the star and it's really cool because we can

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00:02:08,040 --> 00:02:14,640

maybe perhaps find Earth-like exoplanets, which are planets orbiting around other stars besides the Sun

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00:02:14,720 --> 00:02:15,900

in our galaxy.

28

00:02:18,880 --> 00:02:23,780

APAZA: Whenever I'm working or coding, I always like to have music playing in the background,

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00:02:23,780 --> 00:02:25,520

specifically classical music.

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00:02:25,520 --> 00:02:32,020

I feel as if music that has set patterns in it that I can recognize really helps stimulate my subconscious,

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00:02:32,080 --> 00:02:37,160

and it helps me find answers to problems that I wouldn't be able to solve otherwise.

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00:02:37,160 --> 00:02:42,459

Each composer has their own different style and a pattern that's recognizable.

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00:02:42,459 --> 00:02:45,039

Just like how in different branches of math they have

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00:02:45,799 --> 00:02:52,299

different patterns that you can see. And I can always go to the piano to just play and kind of

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00:02:52,640 --> 00:02:56,949

de-stress a little bit, and it definitely helps me solve problems.

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00:02:58,579 --> 00:03:00,969

LU: Classical piano and mathematics both present

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00:03:01,720 --> 00:03:09,060

similar types of problems. Both types of problems require a similar kind of problem-solving.

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00:03:09,820 --> 00:03:16,780

And when you find that elegant solution it feels great whether or not it's mathematics or piano.

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00:03:17,420 --> 00:03:22,449

It's also nice to have a second creative outlet, because when I'm stuck on a math problem,

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00:03:22,449 --> 00:03:26,200

and I just, I just feel like I'm in a rut. I can just go and

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00:03:26,400 --> 00:03:29,100

blow off some steam and play some piano and vice versa.

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00:03:29,109 --> 00:03:36,429

I also like having music whenever I do some coding or some grading because it really just keeps me invigorated.