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5/28/2025

CS 499

Journal 3: Career Choice

When I started the Computer Science program in the Fall of 2022, I did not have an exact idea of what I wanted to do after completing the program. I had taken a few online programing courses and while job searching, I continuously saw most job ads listing a CS degree being required. This originally pushed me into the Computer Science program but since being in the program my ideas have shifted. A job with a large Tech company no longer interests me, although I would not be opposed to the experience it would provide. I am now more interested in game development and working with AI and agentic systems. As I progressed through the program and engaged with different projects, I began envisioning a more entrepreneurial path. This shift was influenced by my experience founding Everlore Acres LLC, a business with my wife, as well as hands-on work in game design, AI programming, and solo project development.

I would say that thinking about my career has evolved significantly. I appreciate the technical foundation I have developed but have come to realize that I am more interested in a blend between technology, business, and creativity. This has led me to explore careers within indie game development and small startups. I also have an interest in health and wellness, which has pushed me to look at businesses developing new forms of wellness technologies.

I have researched the game development industry, what they are looking for in a potential candidate and the health of the industry overall. Indie game development studios are seeing a rise in success compared to that of legacy studios. Larger AAA studios have seen a fair amount of failed game launches and unhappy player responses. Smaller studios recently, with the advancements in game engine technology like Unreal Engine, are able to create games that look like AAA quality at a fraction of the cost. Additionally, the wellness industry is continuing to rise with more people trying to improve their health with the use of wearable devices and emerging technologies. Both industries show growth potential which reaffirms my decision to explore these two areas for my future career.

In the near future I have no plans on seeking an advanced degree. If necessary, I would complete a certification if it would help me in my chosen career. My focus after completing the program is to work on developing my professional career and expanding my ePortfolio. After I have established myself, I would be open to exploring an advanced degree that would allow me to move into different leadership roles.

Currently, I have completed the first two categories of my enhancement plan. The enhancements made for category one: Software Design and Engineering have allowed me to demonstrate my skills through structured development of my Travlr project, focusing on modularity, maintainability, and clear documentation. With category two: Algorithms and Data Structures I showed how I am able to optimize algorithms and implement logic while maintaining clarity and efficiency. I still must complete category three: Databases and finalize my artifact for my ePortfolio submission. With the additional elements to need to be completed I hope to achieve all course outcomes.

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| Checkpoint | Software Design and Engineering | Algorithms and Data Structures | Databases |
| Name of Artifact Used | Travlr web app | Travlr web app | Travlr web app |
| Status of Initial Enhancement | Completed, refactored for better modularity | Completed, implement new logic for search queries and integrated search feature into UI | Plan submitted, not yet started |
| Submission Status | Submitted | Submitted | Not yet submitted |
| Status of Final Enhancement | Not yet started | Not yet started | Not yet started |
| Uploaded to ePortfolio | Not uploaded | Not uploaded | Not uploaded |
| Status of Finalized ePortfolio | Not completed | Not completed | Not completed |