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CS 261 – Assignment 0

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## **Introduction**

My name is Colin Van Overschelde and I live in Boulder, CO. I originally graduated with an Economics degree from University of Kansas, and have spent the last 10 years working in various product and project management roles. After sitting through one too many boring strategy meetings, I decided I needed to do something more challenging than writing user stories, tracking progress and clearing blockers.

I have always had an interest in computer programming, and from working in software development for many years on the product side, it was easy to see the benefits of pursuing a computer science degree. It would not only give me the skills needed to move into a developer role, but would also qualify me for much more technical and challenging roles in product management.

As I was researching programs, my highest priorities were a high quality, reputable institution, and an accelerated program so I can quickly transition to a new career. Oregon State met both of those criteria and has been a perfect fit so far. This is my second quarter, and increase my hours by an additional class, but if things continue to go well, I will be able to complete my degree in just over a year.

Living in Boulder, CO, it's hard not to enjoy the outdoors so when I'm not studying, I can be found hiking, snowboarding, or mountain biking. When I'm worn out from that I'm usually either playing video games or creating bad ones in Unreal engine. I have also recently started cryptocurrency mining as a hobby, which has been a lot of fun.

When I complete my degree, I would love to work in a development role in an industry where my interests and skills intersect. There are countless outdoors related tech companies in the area and I'd love to find a good fit at one of them. But like many undergraduate students, the dream is to work in gaming. I can't think anything better than turning your hobby into your profession, and entertaining and making people happy while I'm at it.

## **Programming Experience**

My programming experience has been mainly mostly a hobby, although I did spend 2 years in the Computer Science program at Kansas State, and have some experience writing automated test scripts in JavaScript. At Kansas State I learned the basics of Java, with most of my hobby hours in C# within the Unity game engine. I of course spent last quarter learning C++ in CS165, and will be learning Assembly Language and JavaScript this quarter in addition to what we learn in this class. The IDE's I have worked with include XCode, Visual Studio, Eclipse and IntelliJ along with Unity and Unreal game engines.