Gabriel Cook

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GAM-495 Game Programming Capstone

6 July, 2025

**Self-Introduction**

In this journal assignment, you will introduce yourself to your instructor and discuss your future career goals. You will also select and describe one artifact you wish to refine as part of your final project.

Let’s do this one last time…  
My Lords, my ladies, and everyone here not sitting on a cushion…

My name is Gabriel Cook. I’m a software developer by trade who works on modeling and simulations for planes. I have just accepted a new job in Dayton, OH, and will be moving in two weeks from the writing of this paper.

My professional goals include successful integration into this new position, where I can continue to learn and grow my skills as a developer in my field. I’ve had the luxury of working in software off and on for about seven years now. While my hands-on-keyboard experience isn’t as strong as I’d like, my primary goal is to strengthen my skills in software development and overcome certain levels of imposter syndrome—or more aptly put, to get to a point of floating instead of constantly treading water.

Of the four artifact options, I’d like to focus on **Artifact 1: the Udemy course, Section V: Toon Tanks (V2)**. The section is 8.5 hours long and focuses on building an entire game level from scratch using C++. The C++ course we took at SNHU felt like it moved very quickly, and I’d like to take more time to explore C++ development in Unreal. This gives me the opportunity to look deeper into how C++ works in the field. I also found the collaboration between C++ and Blueprints not only strengthens existing skills but also builds further familiarity with both. Following along with the course allows me to use provided assets and focus more on gameplay programming, which I would consider my ultimate goal if I were ever to break into game development.