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GAM-495 Game Programming Capstone  
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**Relevance in the Industry**

I have strong opinions about this. It’s well known that imposter syndrome is rampant in STEM. Technology is ever-changing—unless you’re a bank looking for a COBOL programmer. Some technologies disappear faster than it takes to learn their names, while others stay with us for decades, and it’s often hard to tell which will be which. I think a lot of imposter syndrome stems from this pressure to remain relevant. Ours is one of the few professions where this is common, with others being fields like medicine.

I think it’s important to know how to use your tools, to understand new systems and technologies, but expecting any one person to remain on the cutting edge for their entire career is unrealistic.

In my situation, I’ve typically been the youngest person in the room by many years, and I often felt miles behind my co-workers. Every single one of them gave me the same advice: *give it time.* I was comparing myself—at 22 years old—to people with 20+ years of experience. That’s a toxic mentality.

Learn the technologies you want, and also learn the ones that are marketable. If you have a focus, research it deeply. I’ve always invested in Unreal Engine tutorials because I knew there was a chance to do C++ programming, and I knew that was the prominent language in gaming.

I hate Python—I don’t enjoy using it—but I’ve taken classes so that when I see Python code, I at least understand what I’m looking at. I know people who are far better Python developers, and I know people who are far better C++ programmers, but I try my best, I work hard, and I know more than I give myself credit for.

And I think that’s the important part: be confident in your skills and get good at what you know you need to be good at. Be teachable, be adaptable, and be open to new technologies—because they’re coming whether you like it or not—but don’t break your back trying to be some kind of programming god.

**Part II** Provide an update to your instructor on your progress with each artifact. Use the following nomenclature to categorize each artifact and provide relevant details to your instructor. If you need assistance or have questions, contact your instructor.

**Artifact Categories** 1 - Not Started  
 2 - Working on Initial Enhancements  
 3 - Submitted; Awaiting Instructor Feedback  
 4 - Working on Final Enhancements  
 5 - Awaiting Instructor Permission to Upload to ePortfolio  
 6 - Uploaded to ePortfolio  
 7 - Finalized ePortfolio Assignment

Artifact 3 (SFX) went from 3 to 4. Feedback was having to do with gravity, and SFX on contact with other actors or environments, I think this was added on the final push, as I am seeing both implemented as part of the final polish of the project.

I reached out to the professor to assure no further feedback was given on the project, and I can confidently say all parts, are in 6-7 depending if you count the git repo as the ePortfolio.