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Academic Transcript

G01308027 Maia J. Ocampo  
Oct 24, 2024 09:18 pm

This is not an official transcript. Courses which are in progress may also be included on this transcript.

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Transcript Data  
STUDENT INFORMATION

Name :                    Maia J. Ocampo

Curriculum Information

Current Program	
Bachelor of Fine Arts	
College:	Coll Visual & Performing Arts
Major:	Computer Game Design
Minor:	Computer Science

\*\*\*This is NOT an Official Transcript\*\*\*

TRANSFER CREDIT ACCEPTED BY INSTITUTION      [-Top-](#)

**FA19-SP21:**                    Virginia Community Coll System

Subject	Course	Title	Grade	Credit Hours	Quality Points	R
BIOL	102	Introductory Biology I	T	4.000	0.00	
BIOL	103	Survey of Cellular & Molec Bio	T	3.000	0.00	
BIOL	105	Cellular Biology Lab Only	T	1.000	0.00	
ENGH	101	Composition	T	3.000	0.00	
HIST	121	Formatn of Amer Republic	T	3.000	0.00	
HIST	122	Devel of Modern America	T	3.000	0.00	

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Current Term:	17.000	0.000	17.000	0.000	0.00	0.00

**\*\*Unofficial Transcript\*\***

**INSTITUTION CREDIT** [-Top-](#)**Term: Fall 2021****Academic Standing:** Good Standing

Subject	Course Level	Title	Grade	Credit Hours	Quality Points	R
CS	110	UG	Essentials of Computer Science	A-	3.000	11.01
CS	112	UG	Intro Computer Programming	B+	4.000	13.32
HNRS	110	UG	Research and Inquiry	A-	4.000	14.68
MATH	113	UG	Analytic Geometry/Calculus I	C	4.000	8.00

**Term Totals (Undergraduate)**

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
<b>Current Term:</b>	15.000	15.000	15.000	15.000	47.01	3.13
<b>Cumulative:</b>	15.000	15.000	15.000	15.000	47.01	3.13

**\*\*Unofficial Transcript\*\*****Term: Spring 2022****Academic Standing:** Good Standing

Subject	Course Level	Title	Grade	Credit Hours	Quality Points	R
AVT	104	UG	2D Design and Color	A	3.000	12.00
CS	211	UG	Object-Oriented Programming	B-	3.000	8.01
GAME	230	UG	History of Computer Game Design	A	3.000	12.00
HNRS	131	UG	Eliminating Global Hunger	A	3.000	12.00
MATH	114	UG	Analytic Geom and Calc II	C	4.000	8.00
UNIV	332	UG	Peer Leadership: RAs	A	0.000	0.00

**Term Totals (Undergraduate)**

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
<b>Current Term:</b>	16.000	16.000	16.000	16.000	52.01	3.25
<b>Cumulative:</b>	31.000	31.000	31.000	31.000	99.02	3.19

**\*\*Unofficial Transcript\*\*****Term: Fall 2022****Academic Standing:** Good Standing

Subject	Course Level	Title	Grade	Credit Hours	Quality Points	R
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AVT	382	UG	2D Experimental Animation	A	3.000	12.00	
CS	262	UG	Intro to Low-level Programming	C	3.000	6.00	
CS	310	UG	Data Structures	D	3.000	0.00	E
HNRS	122	UG	Expression in Video Games	A+	3.000	12.00	
MATH	125	UG	Discrete Mathematics I	B	3.000	9.00	

Term Totals (Undergraduate)

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Current Term:	15.000	12.000	12.000	12.000	39.00	3.25
Cumulative:	46.000	43.000	43.000	43.000	138.02	3.21

\*\*Unofficial Transcript\*\*

Term: Spring 2023

Academic Standing: Good Standing

Subject Course Level Title				Grade	Credit Hours	Quality Points	R
CS	310	UG	Data Structures	C	3.000	6.00	1
CS	330	UG	Formal Methods and Models	B	3.000	9.00	
CS	367	UG	Computer Systems and Programm	D	4.000	4.00	
HNRS	260	UG	Museums and Public Memory	A	3.000	12.00	
MATH	203	UG	Linear Algebra	C+	3.000	6.99	

Term Totals (Undergraduate)

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Current Term:	16.000	16.000	16.000	16.000	37.99	2.37
Cumulative:	62.000	59.000	59.000	59.000	176.01	2.98

\*\*Unofficial Transcript\*\*

Term: Fall 2023

Academic Standing: Good Standing

Additional Standing: Dean's List

Subject Course Level Title				Grade	Credit Hours	Quality Points	R
AVT	180	UG	New Media in the Creative Arts	A	3.000	12.00	
AVT	383	UG	3D Experimental Animation	A	3.000	12.00	
GAME	210	UG	Basic Game Design	A+	3.000	12.00	

GAME	250	UG	Music for Film and Video	A	3.000	12.00	
PHYS	103	UG	Physics/Everyday Phenomena I	A+	4.000	16.00	

Term Totals (Undergraduate)

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Current Term:	16.000	16.000	16.000	16.000	64.00	4.00
Cumulative:	78.000	75.000	75.000	75.000	240.01	3.20

\*\*Unofficial Transcript\*\*

Term: Spring 2024

Academic Standing: Good Standing

Additional Standing: Dean's List

Subject	Course	Level	Title	Grade	Credit Hours	Quality Points	R
AVT	222	UG	Drawing I	A	3.000	12.00	
GAME	231	UG	Three-Dimensional Game Art I	B	3.000	9.00	
GAME	232	UG	Online and Mobile Gaming	A	3.000	12.00	
GAME	332	UG	RS:Story Design for Comp Games	A	3.000	12.00	
GAME	367	UG	Wrtng and Editing Music/Sound	A	3.000	12.00	
HNRS	360	UG	Climate Change and Culture	A	3.000	12.00	

Term Totals (Undergraduate)

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Current Term:	18.000	18.000	18.000	18.000	69.00	3.83
Cumulative:	96.000	93.000	93.000	93.000	309.01	3.32

\*\*Unofficial Transcript\*\*

Term: Summer 2024

Academic Standing: Good Standing

Additional Standing: Dean's List

Subject	Course	Level	Title	Grade	Credit Hours	Quality Points	R
AVT	217	UG	Introduction to Web Design	A+	3.000	12.00	
GAME	310	UG	Digital Game Design	A	3.000	12.00	
PSYC	100	UG	Basic Concepts in Psychology	A+	3.000	12.00	

Term Totals (Undergraduate)

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Current Term:	9.000	9.000	9.000	9.000	36.00	4.00
Cumulative:	105.000	102.000	102.000	102.000	345.01	3.38

**\*\*Unofficial Transcript\*\***

**TRANSCRIPT TOTALS (UNDERGRADUATE)**    [-Top-](#)

	Attempt Hours	Passed Hours	Earned Hours	GPA Hours	Quality Points	GPA
Total Institution:	105.000	102.000	102.000	102.000	345.01	3.38
Total Transfer:	17.000	0.000	17.000	0.000	0.00	0.00
Overall:	122.000	102.000	119.000	102.000	345.01	3.38

**\*\*Unofficial Transcript\*\***

**COURSES IN PROGRESS**    [-Top-](#)

**Term: Fall 2024**

Subject	Course	Level	Title	Credit Hours
GAME	300	UG	Portfolio Preparation	1.000
GAME	330	UG	Comp Game Platform Analysis	3.000
GAME	331	UG	Consumer Game Platfm Analy Lab	1.000
GAME	398	UG	Three-Dimensional Game Art II	3.000
GAME	490	UG	Senior Game Design Capstone	3.000
GAME	491	UG	Internship	3.000
HNRS	130	UG	Identity in Video Games	3.000

**\*\*Unofficial Transcript\*\***

**RELEASE: 8.7.1**

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