3-1 JOURNAL

3-1 Journal: Marketing With ePortfolios and Artifact Update

CS-499-12473-M01 Computer Science Capstone 2024 C-5 (Sept-Oct)

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* How might you use an ePortfolio for the benefit of self-promotion?

In today’s employment ecosystem, the fastest way to get hired for one’s dream position is to stand out as an exceptional choice for the position at hand. Creating and ePortfolio allows one to store all their important accomplishments in an area of expertise in one place and make it accessible to anyone around the world. This is an extremely useful tool during the interview process because the interviewee has a repository of visuals depicting their skills learned from their educational pursuits rather than just mentioning accomplishments on a resume or verbally. From my experience, this really makes a candidate stand apart from others applying to the same position and is likely to benefit one’s chances of landing the job.

* How might you mitigate risks while maximizing the marketing potential of the ePortfolio?

The main purpose an ePortfolio should serve is to promote and display a developer’s skills and ability to produce professional quality projects that could emulate what is required according to industry standards that a company adheres to. Sensitive areas or content if included in these projects could compromise their professional qualities and render them inappropriate for a professional setting. Because of this, strong language, adult topics, and other inappropriate contexts are not recommended for one’s ePortfolio as they hinder the audience the artifacts could otherwise reach and degrade the professional appearance of the publishing developer.

* Describe possible downsides or risks—for instance, the risks of posting intellectual property online for public consumption.

When posting intellectual properties online for public consumption, there are several risks that need to be acknowledged. The most obvious of these are that other people that find your published projects are able to take your ideas and use them without your total consent or control over their use. This is particularly troubling if the person who uses your ideas has different perspectives on moral and ethical coding. Another risk is possibly providing the public with personal information about yourself. Published artifacts like the ones in development for this capstone can contain personal information about the developer or those interacting with the software, and that can be made accessible to those the publisher does not have full control over. To combat the leaking or providing of personal information like this, it is best to review and scrutinize project files and code bases for sensitive data and scrub them before publishing them in public repositories.

* Which course outcomes have you achieved so far, and which ones remain?

Through this week’s development, I have been able to reproduce a personal project using professional software engineering and design techniques and improving the artifact’s functionality while implementing additional security policies like proper user sign-ins. The course outcomes I have achieved so far are:

“Design, develop, and deliver professional-quality oral, written, and visual communications that are coherent, technically sound, and appropriately adapted to specific audiences and contexts.

Design and evaluate computing solutions that solve a given problem using algorithmic principles and computer science practices and standards appropriate to its solution while managing the trade-offs involved in design choices.

Demonstrate an ability to use well-founded and innovative techniques, skills, and tools in computing practices for the purpose of implementing computer solutions that deliver value and accomplish industry-specific goals.

Develop a security mindset that anticipates adversarial exploits in software architecture and designs to expose potential vulnerabilities, mitigate design flaws, and ensure privacy and enhanced security of data and resources.”

* Provide an update to your instructor on your progress with each category of artifacts for the ePortfolio:

My Relentless Hero artifact, selected for software design and engineering enhancements, was my primary focus for this week, as I had the most enhancements planned for this project. Not only did I seek to recreate the program in Java, porting it over form Python, but I also planned to create an application using Android Studios to host the application which required designing and implementing a user interface that also functioned. Lastly, I implemented SQLite into this project for authenticated user sign in before accessing the app’s main features and creating a hero history for each hero a user has created and the feats each was able to achieve. Because of this, I did not progress my development for either of the other two enhancements outside this discussed artifact. However, I have expanded the scope of this enhancement and implemented databases and data structure/algorithm enhancements into this project.

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| **Checkpoint** | **Software Design**  **and Engineering** | **Algorithms and Data Structures** | **Databases** |
| **Name of Artifact Used** | Relentless Heroes | Travlr Getaways | Grazioso Salvare Animal Rescue |
| **Status of Initial Enhancement** | Near Completion | Not completed | Not completed |
| **Submission Status** | Not completed | Not completed | Not completed |
| **Status of Final Enhancement** | Not completed | Not completed | Not completed |
| **Uploaded to ePortfolio** | Not completed | Not completed | Not completed |
| **Status of Finalized ePortfolio** | Not completed | Not completed | Not completed |