Nevena Young

CS – 499: Computer Science Capstone

07/20/2025

**Journal Response & Status Checkpoint Table**

When it comes to an ePortfolio, I can use it to showcase my skills, projects, and accomplishments in one place, making it easy for potential employers to see what I can do. I can mitigate risks and maximize marketing potential by sharing only professional, relevant content, while keeping my ePortfolio updated, accurate, and secure.

One possible downside of posting my work online in an ePortfolio is the risk of someone copying or stealing my intellectual property like my codes, designs, or original ideas. Once content is public, it can be shared or reused without my permission. To reduce these risks, it’s important to watermark your work, avoid posting sensitive details, and consider using privacy settings or legal protections like copyright notices.

So far, I have achieved several course outcomes such as developing technical skills through hands-on projects, improving my ability to work with real-world tools and technologies, and learning how to communicate effectively through documentation and presentations. I’ve also gained experience in problem-solving and critical thinking. However, some outcomes I’m still working on include mastering advanced topics in my field, refining my professional self-assessment, and applying all my skills confidently in a real job or internship setting.

# CS 499 Sample Exemplar Status Checkpoints for All Categories

## Status Checkpoints for All Categories

| **Checkpoint** | **Software Design and Engineering** | **Algorithms and Data Structures** | **Databases** |
| --- | --- | --- | --- |
| **Name of Artifact Used** | **Artifact name:** Floating 3D Cube  **Origin:** CS 330 Comp Graphics and Visualization | **Artifact name:** Floating 3D Cube  **Origin:** CS 330 Comp Graphics and Visualization | **Artifact name:** Floating 3D Cube  **Origin:** CS 330 Comp Graphics and Visualization |
| **Status of Initial Enhancement** | I’ve improved the software design by organizing the code with helper functions, clear naming, and better error handling to make it easier to read, reuse, and maintain. | I’ve made enhancements by making the ray tracing and shading work better and by using structs, vectors, and matrices to handle 3D scene data more efficiently. | I’ve improved the database by organizing scene data more clearly and making it easier to save, load, or update information used in the program. |
| **Submission Status** | N/A | N/A | N/A |
| **Status of Final Enhancement** | Feedback was applied, and the final polish was applied | Feedback planned but not yet completed applied | Planned but not yet completed |
| **Uploaded to ePortfolio** | Not Yet Completed | Not Yet Completed | Not Yet Completed |
| **Status of Finalized ePortfolio** | Not Yet Completed | Not Yet Completed | Not Yet Completed |