Nevena Young

CS – 499: Computer Science Capstone

07/27/2025

**4 -1 Journal**

My future plans remain focused and unchanged. I aspire to build a career as a computer scientist within the space industry. In the short term, I aim to work at AWS as a Solutions Architect to gain valuable industry experience while pursuing a master’s degree in computer science. My passion for technology began in childhood through gaming consoles, and my fascination with space was sparked by a deep curiosity about the universe. Ultimately, I am committed to building a career that aligns with both my interests and passions, one that is both meaningful and fulfilling.

My thinking about my career has evolved to reflect a desire for more growth, impact, and purpose. Initially, I focused on simply entering the tech field, but over time, I realized I wanted a career that challenges me, allows me to innovate, and contributes to something greater, like advancing space exploration or solving complex problems. This shift has pushed me to aim higher, seek continuous learning, and pursue opportunities that align with my long-term goals and passions.

I’ve done extensive research on my chosen career path, including the skills required, industry trends, and potential employers. This research confirmed my interest in the field and showed me the importance of staying current and competitive. As a result, I’ve decided to pursue a master’s degree in computer science after completing my undergraduate studies to deepen my knowledge and expand my opportunities.

So far, I have achieved several key course outcomes, including strengthening my programming skills, improving my problem-solving abilities, and gaining hands-on experience with software development and system design. I’ve also developed a better understanding of algorithms, data structures, and collaborative project work. The outcomes that remain include refining my advanced technical skills, gaining deeper experience in areas like cloud computing and cybersecurity, and applying my knowledge to larger, more complex projects.

# 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** | Submitted and graded | Submitted and graded | Submitted and graded |
| **Status of Final Enhancement** | Feedback was received, and nothing more was done | Feedback was received, and nothing more was done | Feedback was received, and nothing more was done |
| **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 |