Nick’s Training Plan

1. Formal Education
   1. BS in Computer Science
      1. Spring 2023
         1. Intro to Software Engineering (JavaScript)
         2. Data Structures and Algorithms (Java)
         3. Computer Organization and Architecture (Mostly math based)
      2. Summer 2023
         1. Operating Systems
         2. Intro to Database Systems
      3. Fall 2023
         1. Algorithm Analysis
         2. Fundamentals of Data Comms
         3. Parallel and Distributed Computing
      4. Spring 2024
         1. Concepts of Programming Languages
         2. Component Based Software Development
         3. Software Architecture & Design
      5. Summer 2024
   2. BS in Mathematics (relevant to Computer Science)
      1. Fall 2015
         1. Calculus I
      2. Spring 2016
         1. Calculus II
      3. Fall 2016
         1. Intro to Computer Science I (Java)
         2. Physics I – Calculus Based
         3. Discrete Mathematics
         4. Calculus III
      4. Spring 2017
         1. Risk Modeling
         2. Intro to Computer Science II (Java)
         3. Mathematical Statistics I
         4. Physics II – Calculus Based
      5. Fall 2017
         1. Linear Algebra I
         2. Mathematical Statistics II
      6. Fall 2018
         1. Numerical Analysis I (C++)
2. Personal Projects (Finish by 2024)
   1. Number-converter
      1. Familiarize self with Razor Pages
   2. Number-game
      1. Redesign user interaction logic to make more user friendly
      2. Add design using CSS or bootstrap to make website more appealing
      3. Work towards adding database of players to create bigger game
   3. Personal Website
      1. Familiarize self with ReactJS to build Personal Website
      2. If needed, add bootstrap for any design needs
      3. Relearn protocols and basic SEO tools to redesign domain and add personal site to google search
   4. Leetcode Project
      1. Learn leetcode
      2. Understand well enough to explain to others
      3. Write solutions with meaningful comments
      4. Upload videos of explaining the solutions and solving problems from start to finish
3. Self-Studies
   1. Leetcode
   2. C# and Python Basics