Career Reflection:

In the long term, I would like to be a game creator or a hacker. I have always loved finding cool bugs and glitches in games and getting mods for games I like, so when it came time to declare a major, I realized that computer science would be perfect for me to get into the technical nitty-gritty of how programs are made so I can make my own and figure out how to make my own mods. The chapters haven’t really influenced me and my goals because I already have some prior knowledge of Python up to this point, so I have just been doing the assignments using my head knowledge and not looking at the lessons in the book. In the future, I see myself being a solo game developer while I work at a tech company. I see myself working on a Roblox game and also trying to make my own script executor to do what I want in Roblox games. I hope in the future to be able to solo code my own successful Roblox game. I want to do this because I have seen so many people get very rich off of one Roblox game, even the ones that are copy-paste standard tycoons, because kids will play anything, and there is a chance that your game will blow up in popularity because of a social media platform and become even more popular. Just look at Dress to Impress; the developer is in her teens, and over the summer, the game blew up, and now she has 3 awards from Roblox and has amassed hundreds of thousands from the game itself and collabs.

Skill Development:

Three technical skills that I need to improve or acquire in order to achieve my long-term goals are reading from a file, working with a file’s contents, and writing to a file. This is essential for my long-term goals because I want to make a program and I will not be able to do that without being able to do these three things. Chapter 6 showed me that it is important to be able to do this and to me it’s just something I would never expect to be a pro programmer and not be able to do. One soft skill I need to improve on is being able to receive help. I have never ever been good at that and I have always felt that I work so much better by myself without anyone’s help and that I can solve any problem by myself if I just had time to figure it out, but if I want to have and maintain a game especially an online one, I need to get updates out in a timely manner and doing that alone is not realistic. It takes a team and sometimes multiple whole departments in order to create and maintain a video game. Also, other viewpoints are crucial in getting things done in a timely manner because sometimes I will have an error in my code that I just can't see or I will have it in an inefficient way and someone with a fresh set of eyes would be able to see a solution way faster than me myself.

Overcoming Challenges:

The two challenges that plague me daily are procrastination and lack of focus. I am so very rarely able to submit an assignment on time, and it is never by choice as I have ADHD and currently it is unmedicated, even though I’m not even entirely too sure that it worked when I was on it. These ailments also affect me outside of school, even if it’s something I enjoy. If I want something done, I have to wait until the thought of it doesn't bring me crippling despair in order to do it because of my executive dysfunction. I currently do not have any strategies to help me combat it. I can force myself to get assignments done, it’s just that I have a terrible memory, so by the time I remember that an assignment is due, it’s already late, and I have no idea what teachers take late work, and none of them know about my disability because the paperwork is in progress because I keep forgetting, and I haven't emailed anyone about it because, again, I keep forgetting. I try my best to get my work done, but this has been a struggle for me since middle school when it started to get really bad. I have heard every strategy in the book since middle school, and none of them have worked for me because I just have no motivation and I have a terrible memory. My best hope to overcome these challenges is medication. I have a prescription for something to help, but I left it at home, and my parents don't want to drive back up here and back twice to get some things I forgot, so all I can do is hope that by Thanksgiving it hasn’t gotten too bad and I can still get my medication and be able to salvage my grades.

Career Strategy:

My ideal career strategy is going to be to practice coding every day so that I do not get rusty and so that I can improve every day, to make games showcasing my coding ability, apply to jobs and work my way up through the chain to high-level companies, and then get enough money to get a team to help make my game a reality if it isn't already by that point or to help on updates in my game. This will be achievable due to another facet of my plan, time management. I will set up a time, late in the day, where I can practice a set amount of coding challenges. I will set it late in the day because I know that in the mornings I never want to do anything and I am more motivated at later hours. Also, while applying for jobs, I will have a dedicated hour to applying to as many jobs as I feel like and following up with jobs that have not gotten back to me. Both of these have an hour dedicated to them but will be finished when I fulfill the quantity I feel like doing at the time and have the rest of the time dedicated to whatever I want to do. I have chosen this method because I know that if I’m just occupying an hour, I won’t want to do it and will feel like I’m only filling in the time and then burn myself out.

Development Plan:

In 6 months to a year i would definitely want to have learned how to make my very own program, app, or video game. Even if it is just the most basic thing ever, i would still be very proud of the end product regardless because i havent gotten to that point in python yet, or at least i can't remember it.

In order to achieve my goals, i will use all of the resources from my classes that i will be taking in order to get my computer science co major. I will be using these because that is all that is readily available to me currently that i am willing to do. Even though i have a great passion for coding, i don't have the drive to learn it on my own, so the mandatory work that i need to do in college helps me do my work and learn more which i am grateful for.

My timeline is this: In my first year of college, make a simple game on java, second year of college, make a more complicated game, maybe even an app or program. After graduation, make a fully functioning roblox game or an app that is actually useful to me. Then when after that, the timeline isn't exactly linear or it doesn't exactly have a year assigned to it, i just want it done at some point in time, I want to get an entry level, good paying job, and then work my way up to a big game company, or google.

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