Aaron Hobgood

Part I

# Cores

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| **Course Prefix/#** | **Course Title** | **Semester/Year** | **Mode of Instruction** | **Description** |
| UCF2000 | Intro to Computer Science | Spring 2017 | F2F | Concepts of Computer Science using JavaScript |
| IDS3933 | Cornerstone Experience | Fall 2018 | Web | Understanding the purpose and necessity of interdisciplinarity. |
| IDS 4934 | Capstone Experience | Spring 2020 | Web | Understanding the interdisciplinary research process. |

# Art/Digital Media

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| **Course Prefix/#** | **Course Title** | **Semester/Year** | **Mode of Instruction** | **Description** |
| UCF4000 | 3D Animation: Modeling | Spring 2017 | F2F | Core modeling concepts using Maya |
| ART2300C | Drawing Fundamentals I | Fall 2017 | F2F | Understanding concepts of drawing using systems as grids and perceptual measuring |
| GRA2101C | Introduction to Computer Art | Fall 2017 | Web | Using Adobe Illustrator for basic design concepts |
| ART2201C | Design Fundamentals 2D | Spring 2018 | F2F | Understanding and implementing elements of design |
| DIG2500 | Fund Interactive Design | Fall 2018 | Mixed | Concepts and application of design and its interaction with the user |
| DIG 3480 | Computer as a Medium | Fall 2019 | Mixed | Using unity to create games. |
| DIG 4713 | Game Design | Fall 2019 | F2F | Concepts of game design through creating board and tabletop games. |
| DIG 3716C | Client-Side Scripting | Spring 2020 | F2F | Client-side scripting with JavaScript |

# Communication

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| **Course Prefix/#** | **Course Title** | **Semester/Year** | **Mode of Instruction** | **Description** |
| UCF2000 | Intro to Media Productions | Spring 2017 | F2F | Understanding and applying concepts of media production |
| UCF2000 | Understanding Media | Spring 2017 | F2F | Understanding the history of media and media production and its relevance |
| RTV 3511 | Prod Fund & Aesthetic | Spring 2019 | F2F | Fundamentals of television production |
| SPC 3301 | Interpersonal Communication | Fall 2019 | F2F | Interpersonal communication concepts and models. |
| COM 4461 | Intercultural Communication | Spring 2020 | F2F | Understanding other cultures communication styles and intercultural exchanges. |

# Computer Science

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| **Course Prefix/#** | **Course Title** | **Semester/Year** | **Mode of Instruction** | **Description** |
| COP3223C | Intro to Programming with C | Fall 2018 | F2F | Concepts of Programming in C with arrays, strings, etc. |
| COP 3330 | Object Oriented Programming | Spring 2019 | F2F | A very small glance into OOP |
| COP 3502C | Computer Science I | Spring 2019 | F2F | Understanding data structures mostly. |
| COT 3100C | Intro to Discrete Structures | Fall 2019 | F2F | Discrete mathematics |
| CDA 3103C | Computer Logic and Organization | Spring 2020 | F2F | Hardware side of how a computer works. |
| COP 3503C | Computer Science II | Spring 2020 | F2F | In depth data structures and all things CS with Szum. |

Part II

Upon moving to Florida and transferring to UCF, I intended to major in Character Animation. The reason being, my previous year at Southern Illinois University Carbondale I was taking classes in Radio Television, which happened to also include their animation courses. After taking a course modelling in maya, I wanted to explore animation. However, after taking actual art classes at UCF, I decided to explore more computer science and digital media classes. After taking digital media class, I eventually I found I really enjoyed video games and wanted to explore game design. Last semester, I was finally able to take game design classes downtown and I really enjoyed it. I have since participated in several game jams and am honing my code so that I may push to be a game programmer or developer. The reason behind my communication classes is that I have enjoyed taking radio television classes in my underclassman years and have also recently taken upper level communication classes. I enjoy my communication classes as I have been in public front jobs for the last three years and want to develop my customer service and teamwork skills.