

Icebreaker

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Technical Strengths:

Possibly my greatest strength in programming comes from having experience with a multitude of languages, programming environments, libraries, API's, etc. I tend to adapt to new technologies fairly quickly. That said, I've spent a majority of my time programming in Python, Java and C/C++. I'm a bit of a perfectionist when it comes to working on topics of interest, so my code tends to be on the neat and thoroughly-commented side. Game programming is considered a topic of interest, so there's no need to worry about sloppy code.

Technical Weaknesses:

I don't have much experience with designing large, complex systems. Most of the work I've done has been relatively small in scale, regardless of the difficulty of the topic. Although it is typically not an issue when my own grade is at risk, I tend to shy away from aspects of programming I don't like even though it might make my life easier. Most of these aspects deal with configuration rather than the programming itself. For example, when programming in C/C++ I tend to avoid creating makefiles and write them begrudgingly when I absolutely need to use them.