Student Name: Walter Cheng

**Carleton University**

Degree Program Computer Science and Third Year Standing Degree Stream Game Development

Cumulative Grade Point Average: 10.4/12(A-)

Number of Academic (4 month) Terms Completed: 5

Co-op (4 Month) Work Terms Completed: 1 Graduation Date: 2019

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| **Course Number** | **Course Name** | **Letter Grade** |
| **Year One:** | | |
| COMP1405 | Intro to Computer Science I | A |
| ITAL1010 | First-Year Italian I | B+ |
| MATH1007 | Elementary Calculus I | A |
| PHIL2001 | Introduction to Symbolic Logic | A- |
| COMP1406 | Intro to Computer Science II | A |
| COMP1501 | Intro to Computer Game Design | A- |
| COMP1805 | Discrete Structures I | A- |
| JAPA1010 | First-Year Japanese I | A- |
| MATH1104 | Linear Algebra (Eng. or Sci.) | A+ |
| **Year Two:** | | |
| COMP2401 | Intro to Systems Programming | A- |
| COMP2402 | Abstract Data Types/Algorithms | A |
| COMP2804 | Discrete Structure II | A |
| JAPA1020 | First-Year Japanese II | A- |
| STAT2507 | Intro to Stat Modelling I | A- |
| COMP2501 | Computer Game Design & Develop | A |
| COMP2406 | Fundamentals Web Applications | A+ |
| COMP2404 | Intro to Software Engineering | A- |
| BUSI1003 | Survey of Accounting | B+ |
| **Year Three:** | | |
| ASLA1001 | First-Year ASL I | B |
| COMP3501 | Foundations of Game Program | B |
| COMP3004 | Object-Oriented Software Engin | B |
| COMP3007 | Programming Paradigms | A+ |
| COMP3000 | Operating System | In Progress |
| COMP3005 | Database Management Systems | In Progress |
| COMP3804 | Design & Analy of Algorithms I | In Progress |
| MATH2007 | Elementary Calculus II | In Progress |
| JAPA2110 | Intensive Second-Year Japanese | In Progress |