* 1. Journal
* How long have you been in the Computer Science program?

My name is Ernest Enriquez and I have been pursuing my Computer Science degree the last 3 years. I am glad to be wrapping up my degree path this term. It’s been a super informative experience and I have a great deal of knowledge to take away from this educational journey.

* What have you learned while in the program? List three of the most important concepts or skills you have learned.

One thing that I have learned throughout my education path is that with software development testing often and frequently is a necessity. I also learned about agile methodologies and how they can increase quality of shipped products along side efficiencies. Lastly, a course I struggled with was learning OpenGl using C++ and visual studio. It was a tough course cause it involved 3D image rendering and took a great deal of attention to wrap your head around adding textures to setting gl float vertices.

* How does your current career or future career relate to computer science?

My current career aligns very well with the understanding of software development lifecycles. As a Senior Product Manager, I will leverage my knowledge of how products are built to scope work and make predictions based on analytics of how a new feature or product could increase a businesses revenue.

* What are your career plans?

My career plans haven’t changed but I did go backwards through the lifecycle of a Product Manager. My original goal was to be a developer but would soon find myself as a PM which I found a lot more interesting than stressing over writing complex programs.

* What specialization are you targeting for your career?

I want to specialize in Agile methods as this will help me more as a product manager giving me the ability to serve multiple roles within my startup. It will allow me to successfully run scrums as well as explain product development to customers we service who might not understand.