

Isaiah's Div 2 Contract: Final

Overview

Provide an overview of your concentration, including several fundamental questions or issues that will help frame your studies. Describe the relevant areas of study.

My Division II is a concentration in computer science and game development. The primary focus of this concentration is software engineering. Beyond this, I'm interested in expanding my skills in project management, game programming, web development, mathematics, and creative software. I'm interested in learning the best practices building comprehensive software systems for games that encourage ease of code modification and reuse.

Goals

Write your goals. What do you want to know, understand, and be able to do by the end of Division II?

I've developed my coding skills across multiple languages and developed for a variety of platforms (mobile, personal computer, and web). I've worked in groups of varying sizes on a range of game development projects. I've created an organized studio game development capable of handling multiple projects and development teams simultaneously. Through all this I've established skills in project management and learned best practices for collaboration. Above all, I'm assembling the skills and resources necessary to construct at least one releasable game for my Division III. And provide the same opportunity to other Division III's like myself.

Division II Plan

How will you achieve your goals and answer your questions? Describe the sequence of courses learning activities and possibly internships, independent work, and field study that will shape your Division II. (Some advisors recommend writing a semester-by-semester plan).

I'm interested in becoming a software engineer and a game developer. I'd like to pursue game programming as a career.

I'm concentrating in computer science and game development. In addition to programming and game dev courses, I've also taken courses in math, animation, critical media analysis, and digital art to supplement my studies in the aforementioned fields of interest. Here's my schedule for Division II:

Fall 2014

- Interdisciplinary Game Studio (Ira Fay & Chris Perry, Hampshire)
- Introduction to Computer Systems I (Scott Kaplan, Amherst)
- Introduction to Discrete Math (Gwen Spencer, Smith)
- Artificial Intelligence (Lee Spector, Hampshire)
- Digital Art (John Slepian, Hampshire)

January 2015

- Ethnographies of Online Worlds (Jennifer Hamilton, Hampshire)

Spring 2014

- Introduction to Computer Science 2 (John Rager, Amherst)
- Calculus in Context (Geremias Encarnacion, Hampshire)
- Database Driven Websites (Jaime Davila, Hampshire)
- Videogames and the Boundaries of Narrative (Marisa Parham, Amherst)
- Programming with Data Structures (Eitan Mendelowitz, Smith)

Summer 2014

MassDiGI Summer Innovation Program

Fall 2015

- Interdisciplinary Game Project (Ira Fay, Hampshire)
- Software Engineering (Jaime Davila, Hampshire)
- Advanced Programming Technique (Florian Block, Smith)
- Linear Algebra (Ruth Haas, Smith)
- Teacher's Assistant for Women in Game Programming (Ira Fay, Hampshire)
- Animation 1 (Will Colon, Hampshire)
- Interned as a Gameplay Programmer for Petricore Games
- Worked as a Web Developer for Mustachio Games
- Five College Digital Humanities Student Fellowship: GlowLime Games

January 2016

- Web Programming (Andy Anderson, Amherst)

Spring 2016

- Algorithms (Ileana Streinu, Smith)
- Computer Systems II (Scott Kaplan, Amherst)
- Interdisciplinary Game Studio (Pat King, Hampshire)
- Independent Study: GlowLime Manager & Collaborator (Ira Fay, Hampshire)
- Independent Study: Fay Games (Ira Fay, Hampshire)
- Independent Study: Carpooling App Development (Jaime Davila, Hampshire)
- Five College Digital Humanities Student Fellowship: GlowLime Games

In addition to my primary studies, I have two extracurriculars I've devoted time to across all semesters: Deathfest: Hampshire's Semesterly Roleplaying Tournament and The Cutest Little Freaks in the Universe: Improv Troupe. For both improv and Deathfest, in addition to the strong performative aspects, I've also assisted with all areas of organization: publicity, space, food, media services, communicating with the CLA. These two creative activities a balance to my technically focused concentration. In addition to being an active member, I am also a founder of The Cutest Little Freaks in the Universe.

There is a third organization that I've focused a great deal of effort on, also self-founded: GlowLime Games. GlowLime is a student game development studio serving the Five College area. I built a team of student managers who helped me create five development teams, each producing a game, and spanning over forty student developers from the Five Colleges and beyond. GlowLime has already achieved a great deal in only a semester and half of operation, and I hope to continue with it in Division III to ensure it reaches the critical momentum it needs to remain in the Five Colleges after I graduate. GlowLime has been both a curricular and an extracurricular activity for me: involving an independent study, a student fellowship, and a decent amount of my free time during the third semester of my Division II.

My CEL2 consisted of three activities: Dungeon Master for Deathfest, Search Committee Member: Five College Visiting Assistant Professor of Art and Technology, and Organizer of Demonic Coding. While they spanned many focuses, these three activities all prioritized organization, communication, and collaboration.

The work I've done has put me on a track to step into the games industry as an engineer. I now have a wealth of experience working on teams, creating complex systems, and leading development projects. My work at GlowLime as the Executive Director has provided a top down view of game development. With this final role, I've now worked at every level of development: on the ground as an Engineer, running a team as a Lead Programmer/Producer, and managing an entire studio as the Executive Director of GlowLime.

Multicultural Perspectives

My Multicultural Perspectives requirement is met by a course I took in Spring 2015: Videogames and the Boundaries of Narrative. The course focused on video games containing cultural and sociopolitical themes. During class time and through our coursework we analyzed these games in the context of the global social climate. We worked on student teams to create multimedia projects that approached these existing pieces of multimedia with a critical lens.

Community Engagement and Learning

Below details what you plan to do to satisfy the requirement for Division II.

My CEL2 consisted of three activities: Dungeon Master for Deathfest, Search Committee Member: Five College Visiting Assistant Professor of Art and Technology, and Organizer of Demonic Coding. While they spanned many focuses, these three activities all prioritized organization, communication, and collaboration: three skills I've further developed. Each activity served the community in a different way. Deathfest is a chance for roleplaying enthusiasts and Hampshire alums to come together for a night of entertainment. The search committee helped bring another talented faculty member to Hampshire's academics. And Demonic Coding created a collaborative space for computer scientists to work together and learn from each other.

Community Engagement

The list of activities below are those you wish to use as part of your Division II contract to satisfy the CEL-2 requirement.

Deathfest DM	(Kathleen Leeper, 52 hours)
Search Committee Member: Five College Visiting Assistant Professor of Art and Technology	(John Slepian, 60 hours)
Demonic Coding	(Lee Spector , 40 hours)