**Career Reflection**

My career goals within software development involve improving on coding languages, being able to make my own projects and debug them, and being able to fight through tough challenges. The chapters within the book helped shape my goals by influencing me to continue trying and push through the challenges that I come across and to learn more about coding. From chapters fifty to sixty-five, they help give advice on working as a programmer and tips for applying to be a programmer for a company. With these skills I hope to become a server-side developer to help build the algorithms of the programs. I’m most interested in this job because it plays a crucial role in the programming community. This programmer makes sure the software runs properly and often builds APIs so applications can communicate with the outside world. A server-side developer is required to learn programming languages such Python, Ruby, Go, C, and C++ in order to build algorithms for their projects. I envision my future in the field working for a game company for software development and AI tech working on the algorithms within the programs and making sure they run correctly. I’ll be able to do this with the knowledge of the coding languages that I am familiar with and ones that I am still learning. I will be able to accomplish this with the help of my books and online courses to help me become better with programming and work on my soft skills for future jobs and workplace environments.

**Skill Development**

Some skills that I think I need to improve on are being able to write algorithms for programs, knowing how to code in the common coding languages such as Python and Javascript, being able to test a program and debug if needed, and communication skills. I want to work on writing algorithms a little more so I can become more familiar with AI and programming it. I realized that I’m not that familiar with programming AI and not that familiar with the Python programming language. This brings me to the next skill I want to improve which is Python programming. I want to become comfortable with the language as well as being able to easily debug projects that use it since Python is the most common language for programs. I also want to be comfortable with the Javascript programming language to help me with creating websites in the future for myself or companies. The last skill I want to perfect is my communication skills. I want to improve this skill to help me with my job in the future and to get used to working with others. In chapter 41, it gives tips on communication with clients and freelancing tips. I plan to use this chapter to my best ability in the future at my job and dealing with clients or any other forms of communication in the workplace. With improving these skills, I will be able to accomplish my goal of becoming a server-side developer within software development.

**Overcoming Challenges**

Common challenges that I will encounter are procrastination, debugging complex technical issues, and focusing on any long-term projects. I plan to tackle these challenges with tips from the book in chapters twelve to twenty-one. Those chapters go over different methods to use for procrastination and tips on learning programming languages as well as maintaining focus while programming. In chapters fifthteen and sixteen, it talks about how procrastination is caused by three patterns, Perfectionism, Fear of Success, and Lack of planning, and how taking baby steps to knock out procrastination is the perfect way of hacking it. I can set little goals each day to keep myself from procrastinating like taking twenty minutes a day dedicated to coding or learning a programming language by taking an online course or even reading a book. By setting these goals, I can use them to help me maintain focus on programming and work on debugging projects while I’m at it. In chapters nineteen to twenty-one, it mentions tips on how to learn code and memorizing simple things that can in the future with the coding language that I’m currently working on. It mentions how copy and paste is the enemy to all coders, especially those who are beginners because they can’t learn the basics of the programming language and can’t memorize it for future projects. As a programmer, I will make it a goal to get out of this habit and focus on memorizing the basics so I can make easy fixes within projects when needed and don’t have to ask or wait for help.

**Career Strategy**

A career strategy I plan to do is using some study techniques from part one from the book, creating a routine for myself to help me become more comfortable with coding, and taking online courses to further my learning with coding languages. By doing this, I believe I will become a better programmer in no time as long as I stay focused. In part one of the book, chapters nine and twenty-one talk about study tips for learning programming languages. Some tips I can use for the book with studying is scheduling time to study and using methods like reverse note-taking. Reverse note-taking can be beneficial to help you maintain your focus and it allows you to put important information in a story-based mindset. Taking online courses can also be very useful when learning how to program. Online lectures or courses have been very useful to hands-on learners and have been shown to be a great way to practice coding. Online courses hold plenty of videos for one to watch and be guided as they try out the exercise themselves. I plan to use some online courses like “Professional Rails Course” and “Alison.com” and watch tutorials on youtube or anywhere else on the internet to help me with my journey of programming.

**Development Plan**

* **Learning Goals:**

Some goals I hope to accomplish over the next six months to a year are becoming more comfortable with the Python programming language and being able to fix any bugs in complex projects in the future.

* **Resources:**

Some resources that I can use to help me with accomplishing my goals are books like “Python Crash Course”, and the “Programming for Dummies” series, or online courses from “Alison.com”, or even websites like “Codepen.com”, “GitHub.com” and “ProWorkflow.com”.

* **Timeline:**
* Continue my learning with C programming on “Alison.com”
* Learn the basics of Python
* Learn the basics of Javascript
* Get more books to help me further my learning with other programming languages
* Focus on debugging projects
* Work on a long-term project without procrastinating
* Create my first game and publish it on steam