

# Faculty Credential Form

Qualification of Fulltime and Part Time Faculty

**Faculty Name:** Russell Lowke, ALM in IT.

**Date Completed:** October 16th, 2017

**Academic Department(s):** Media Arts

**Course Number and Name:** SDVA203 C++ Programming II

**Course Description:** This course is designed to teach students programming language and intermediate programming concepts with examples and applications using the C++ language. Students will also study key concepts related to computer programming for scientific and game applications.

<b>Course competencies</b>	<b>Graduate coursework relevant to competencies</b>	<b>Undergraduate coursework relevant to competencies</b>	<b>Certifications, professional memberships, continuing education relevant to competencies</b>	<b>Professional experience relevant to competencies (including teaching)</b>
Solving game related programming problems using theory, design, development, and application of computer science.	CSCI S-I (4 cr.) CSCI E-17 (4 cr.) CSCI E-113 (4 cr.) CSCI E-124 (4 cr.) CSCI E-215 (4 cr.)	CSCI S-111 (8 cr.) CSCI E-50A (4 cr.) CSCI E-50B (4 cr.) CSCI E-119 (4 cr.)		Senior Game developer at Flowplay (4 years), Disney Interactive (2 years), and others such as Scholastic, and Houghton Mifflin Interactive
Identify and utilize reference and research materials related to software development.	CSCI E-234 (4 cr.) CSCI E-236 (4 cr.) CSCI E-21B (4 cr.) INDM E-450 (4 cr.)			Teaching Fellow for Understanding & Developing Multimedia at Harvard University Extension.
Taking software development projects to completion.	CSCI E-160 (4 cr.) CSCI E-225 (4 cr.) CSCI E-247 (4 cr.) CSCI S-L (4 cr.)		Adobe Certified Instructor (ACI) 2006-2009 Adobe Certified Expert (ACE)	Projects of note: Lead Programmer & Interface "Jewels of the Oracle" © Discis, Lead Architect "Spelling Spree" © Houghton Mifflin, UX Prototyping "Timeliner XE" © Scholastic, Designer & Producer "Galactic Frontiers" © Human Media