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: SDVA103 C++ Programming I
Course Description: This course introduces the student to C++ programing concepts. Students will use the concepts of program specification and design, algorithm development, coding and testing using a modern software development environment. Topics covered include fundamentals of algorithms, problem solving, programming concepts, control structures, arrays, and strings.

Course competencies	Graduate coursework relevant to competencies	Undergraduate coursework relevant to competencies	Certifications, professional memberships, continuing education relevant to competencies	Professional experience relevant to competencies (including teaching)
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