Matthew Cohen

As an experience I believe that this capstone course was quite important for my development as a developer; prior to this the majority of coding that I had done for this degree had quite firm expectations and guidelines in place that very precisely dictated what I should and shouldn't write and how I should do so, however, this course really broke that mold by, from the get go, basically just telling me to figure it out on my own and gave major latitude in my freedom to do so. The freedom and work requirement was rather daunting at first and it was a bit of a struggle to keep it all in hand, but ultimately I think it turned into a solid showing of my abilities.

First and foremost I think that my best showing in this course was my ability to adapt; in the case of all 3 enhancements I actually ended up rewriting them entirely from scratch since the initial codebase simply did not have the requirements that I thought were needed to reach a satisfactory end result. I am quite certain that in the field of software engineering such an undertaking isn’t unexpected and, to the contrary, showing an ability to rework something entirely in pursuit of something better in a timely manner is probably quite appreciated.

I also think that this course showed off my ability to learn new tools and methods for doing things; in enhancement 1 I shifted the way that rendering happened and the software used to facilitate it completely which necessitated that I learn not only the new tool, but also a new style of code writing for me and develop a familiarity with new techniques such as importing models. This too I think is something that is appreciated in the field as it’s doubtful that one can simply work on the same codebase and use the same tools indefinitely.

Overall, I think that these enhancements have chiefly shown off an ability to quickly learn and reorient to a better end result and the course in general somewhat convinced me of my own ability in this vein.