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Title: 2017 Recap, 2018 Goals

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Every year I try to document out what I am trying to accomplish the next year. As one might expect I don't always get my goals, but it's nice to have a good outline. [Here](http://tymerry.com/2016-accomplishments-and-2017-goals/) is my post from last year.

## 2017 ACCOMPLISHMENTS

### CAREER

* Maintained and grew a Denver UX to 1951 members. The meetup did two events a month
* Got a great new job
* Gave talks on both design and development

### PERSONAL

* Wrote 4 blog posts for [tymerry.com](https://www.tymerry.com/2017-recap-2018-goals/tymerry.com) and 10 blog posts for [TravelSaveandBeMerry](http://travelsaveandbemerry.com/). My goal was 12 blog posts, so beat it by two
* Volunteered at library teaching design and development.
* was able to do 3 pull-ups and bench 135, but then stopped exercising.
* Did several trips with only a small backpack, proving I can do some pretty minimalist travel
* Reached a state of "blank slate". Money, time, flexibility are no longer limiting factors in my life
* Created a bucket list

### FINANCIAL

* Savings rate greater than 65%
* Passed the 1/2 way point to financial independence

### MISSED GOALS

* Didn't updated blogs to the latest version of ghost
* I set several goals that weren't really definable for success or failure

## 2018 GOALS

* Read 12 books
* Write 12 blog posts
* Get a solo chicken dinner in PUBG
* Define who I want to be, this will be shown in something like [Zen of Python](https://en.wikipedia.org/wiki/Zen_of_Python)
* Be comfortable saying "I am a developer" (be able to create a CRUD app from scratch and have an example)
* Generate $1 from a business that isn't consulting/contracting